DM 10, 475 PTAS

CRASH

A NEWSFIELD PUBLICATION
No.79 AUGUST 1990
MAGAZINE AND CASSETTE
£1.70

SAM coupé COMPATIBLE

SINCLAIR SPECTRUM GAMES



Blood 'n' Sand!

GLADIATOR

JUST ONE OF *FOUR* SMASHING SPECTRUM GAMES FOR THE SUMMER HOLS - *ON YOUR MEGA ACTION TAPE!*

PLUS! Full playable level of RUFF & REDDY – *from Hi-Tec!*

POKEMANIA!!

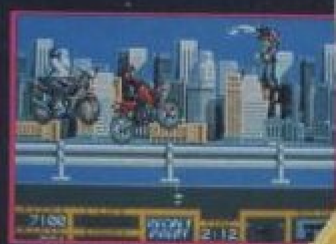
What? No great CRASH cassette?! Ask your newsagent for it — nicely!

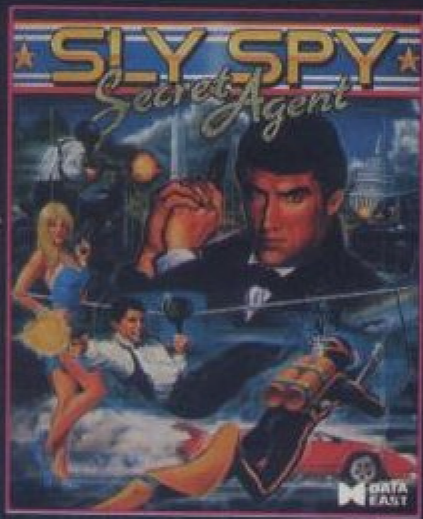
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TIMES





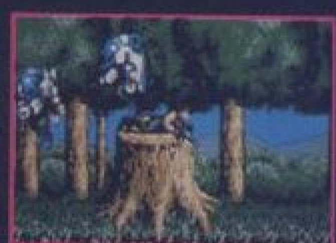


The hit coin-op game bringing espionage and action with 9 levels of thrills and excitement. Innovative game features with a host of differing scenarios from high-powered sports cars to underwater guerilla warfare. Rescue a beleaguered nation from the oppressive regime of the 'Council for World Domination'.

ESPIONAGE EXTRAVAGANZA FEATURING 9 LEVELS OF HIGH ACTION!

The "POWER UP" coin-op hit from Data East brings super-action to your micro screen. Join the resistance fighters in their crusade against the awesome powers of King Crimson - the manic scientist, and his Crimson Corps - mere earthlings transmuted into treacherous fighting machines- giant armoured tanks, lethal circular saws, airborne fighters, mechanized snakes and many more.

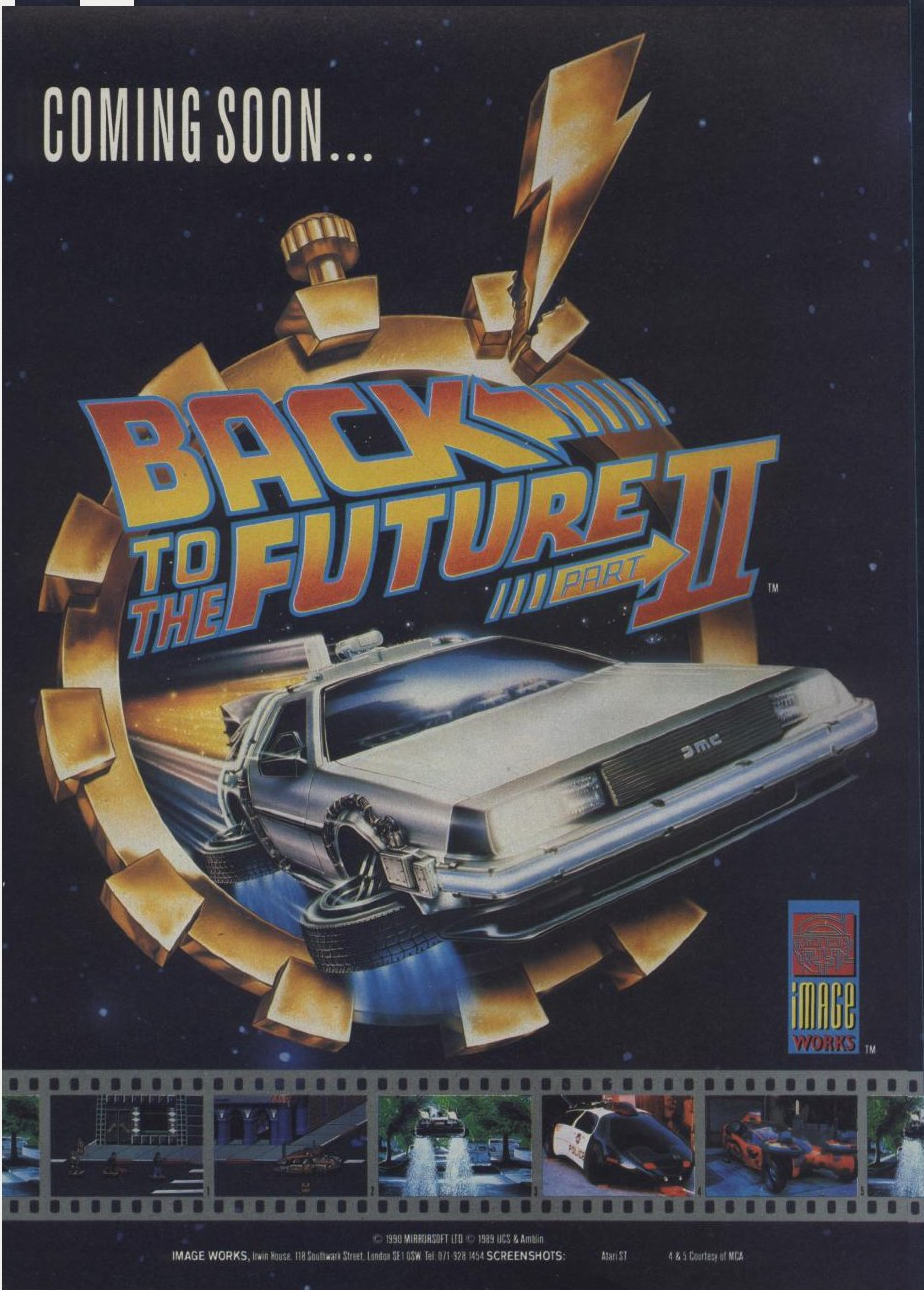






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CRASH

CONTENTS

GAME thrills

SUMMER FUN!

It's the first month of the summer holidays and CRASH is back to bring you all the action to make your break a mega one!

And if you thought it was all over in Italy with the World Cup finished, well, think again!! We're taking you back to Rome for another battle of the giants! It's *Gladiator* — just one of the four fab games we have on the Powertape this month! Also on the Powertape is *Déja Vu — The Remix*, a smashing updated version of the crazy game from last Christmas's tape!

With *Satcom*, *Assassin* and a demo of *Ruff & Reddy* this summer's action is hotter than ever!!

THRILLS ON TAPE!

Where to find your brill thrills!

SIDE A:
GLADIATOR
SATCOM
RUFF & REDDY Playable Level

SIDE B:
ASSASSIN
DEJA-VU
POKEMANIA

Check the inlay for loading instructions.
Should your tape prove faulty, send it in its box to:
NEWSFIELD, CRASH TAPE CLINIC AUGUST (79), LUDLOW, SHROPSHIRE SY8 1JW

A working tape will wing its way back to you!



GLADIATOR

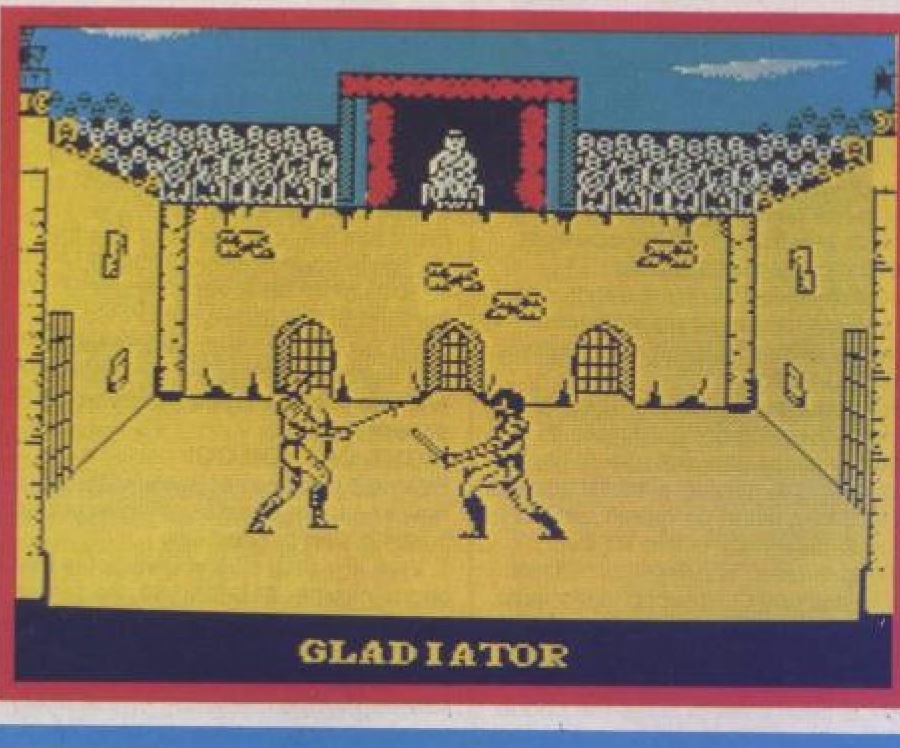
● Beat 'em up in Rome with Domark!

It's a fight to the finish in *Gladiator* — a wild and vicious beat 'em up set in ancient Rome. Can you beat the best and win the Emperor's favour?

Marcus (that's you) is a slave, and he's had it up to *here* with this being-bossed-around lark. So, he attempts to win his freedom in among the gladiators in the stadia of Rome. To buy his freedom, Marcus must win **32,400 Eagles** — a lot of Roman dosh.

To get so much money you have to whack the living daylights out of seventeen fighters and then take part in a gambling session. As you win fights, you are matched against more skillful opponents who come into the arena with better weapons. Both Marcus and his opponents are capable of 25 — **25!** — different moves, ranging from offensive to defensive, and during combat the idea is to reduce Marcus' opponent's energy supply, which is indicated by a bar graph on the side of the emperor's box.

A **weapon selection screen** pops up at the start of each contest,



containing 45 different weapons. Arming Marcus is a process of trial and error as you don't know what each weapon's power is. Marcus can use a weapon in each hand as well as a set of wrist knives.

Then it's off to the arena where the fighting starts. Moves are made using a combination of **fire button** and **directions**. Three sets of moves are available: one using the directions only, another using the direction keys (or joystick) after fire has been pressed once, and the third set is accessed after fire has been pressed twice.

At least fifteen opponents have to be beaten in the arena before you get to the **betting screen**. Once you get to the bookies the points accumulated can be gambled, using the **1** key as up and **Q** as down to select the amount to be gambled. Press **fire** and then, using the same keys, decide who to gamble on. If you win, then you double your money. Lose and the stake money becomes the bookie's. If all your money is lost then Marcus gets thrown back into the arena. Get 32,400 Eagles and a Marcus gets his coveted **Certificate of Freedom**.

FEELING GLAD ALL OVER?

You will be when you find out the control keys!

Player One: 1 to 5/up screen, Q to T/down screen, A, D, G/left, S, F/right, C, Z, X, C, V/fire.

Player Two: 6 to 0/up screen, Y to P/down screen, J, L/left, H, K ENTER/right, B, N, M, S, B/fire.

Or give 'em hell with the joystick using Kempston or Sinclair interfaces

SATCOM

● **Hacking away with Atlantis!!**

Do you remember that fabbo movie *War Games*? It was all about saving the world by hacking into mega-computers at NASA and stuff. Don't you wish you could play at that? Well, now you can — thanks to Atlantis and their superb cracking game *Satcom*!

Right, lets check out the situation. Hell! It doesn't look good: someone's plugged a rogue mega-computer into the controller of a US laser-armed satellite. With control over two other satellites as well it's wreaking havoc in the heavens!

Every two hours a satellite is wiped out. Somehow the self-destruct mechanism of the laser-armed satellite controlled by the mega-computer must be triggered!

You decide to help. But what if you don't do it within the next two hours? There's no time for panic — you tear the only clue available out of the morning paper — a telephone number discovered by the **FBI**: ***515-626160*** — and set out on the most important hack of your life!!

The FBI haven't got a clue what to do. The telephone number connects to a company called **Global Atmospherics UK**. But a director of GA maintains there's no connection between them and the current crisis...

HOW TO PLAY

When *Satcom* has loaded, press a key and the program generates its codes — these alter with every game (unless you're playing a saved game). Press a key, when prompted. An Icon Menu is displayed — this is your working screen. The first icon allows you to dial out, the second is the logic analyser, the third is the data screen and the fourth is the save/load facility.

To step through the menu, press SPACE (also used to close the phone link, the data screen and the save/load facility). To action an icon hit enter. When you've dialled a telephone number the computer at the other end of the phone usually asks for a password code in numbers so you can gain further access. Virtually all the codes can be cracked with the help of the logic analyser.

Once you've dialled into another system the logic anaylser grabs as much information as it can. So if you don't know the password, cut the telephone call and return to the main menu and put the logic analyser into action. The information from the logic analyser is then fed to the data screen for you to examine and will consist of the following:

HIGH, MID, LOW, or SAME
ODD (1,3,5,7,9) and EVEN (0,2,4,6,8)

For example: The data screen provides you with the first three numbers of a code. Let's say they were 1,2 and 3. You have to work out the next three numbers (codes are always six figures). The data screen shows the total sum of the the final three digits - let's say it was 15 and your clues to the actual figures are:

EVEN/LOW
ODD/MID
EVEN/HIGH

From this you can work out that the complete code is either 123**456**, 123**078** or 123**258**. All of which conform to the above data.

Then log back on with the computer you were attempting to gain access to and use your six figure password to access its data.

RIGHT, OFF YOU GO!

Because this style of game may be new to a lot of people we'll give you a guide to start playing.

1. Well, the only clue you've got is that phone number **515-626160**. So select the **phone icon** and input the number when prompted.
2. If you've accessed **Global Atmospherics**' computer you're now asked for the coded password. You don't know it, do you? No, but the **logic analyser** has grabbed lots of info. So cut the phone call (press SPACE) and return to the main screen.
3. Get the logic analsyer going by selecting it and pressing ENTER and wait until it has organised its data.
4. When it has finished go to the **data screen** and work out the last three digits of the password.
5. Now you have a six figure password. Dial up the GA computer and enter the password. If you've got it right — you're IN!
6. Check through options **1** and **2** con the GA screen. Nothing much therre is there? Wait — a new option appeears! **Option 3**: a list of phone numbers. . If it hasn't appeared just go through options 1 and 2 again — it appearss eventually.
7. Write down all the numbers and I start dialling!!
8. That's all we're saying. Try the mew phone numbers, get more access codes; but most of all — **SAVE THIE WORLD!!!**





EXCLUSIVE CRASH DEMO!

RUFF & READY

● **It's the complete first level of Hi-tec Software's latest game!!**

Who are Ruff and Reddy? To cartoon fanatics they're the chaotic dog and cat duo who are always in a pickle! They're also the stars of Hi-tec Software's latest game — suitably titled *Ruff & Reddy!*

The daring duo have agreed to test **Professor Flipnoodle**'s pocket rocket. At blast-off something goes badly wrong and the rocket spins out of control. **Ruff** and **Reddy** find themselves on a strange alien planet where the inhabitants, **Lilli-Punies** kidnap our heroes.

In return for their freedom Ruff and Reddy agree to help the Lilli-Punies by rescuing six of their small alien chums which are being held captive on a neighbouring planet. Ruff the cat heads off into the alien world to locate the six small creatures.

That's the task — locate and collect six small aliens (you can't miss 'em, they're a bit short and stay still). There's umpteen screens full of platform fun and japery and it's dead good — even if it is a bit tough when you can't find the correct route around the planet!

A BIT RUFF?

Better brush up on the controls! Use the keyboard on O/left, P/right, SPACE/jump or pick one of the joystick options from the title screen!

Ruff & Reddy is out in the shops now, a complete snip at £2.99! If you can't find it, give **Hi-tec** a call on **0742 587555**!



assassin

● Freaky alien shoot out from Psychaedelic Hedgehog!!

You are the Rt. Hon. Bob Fossington Kiwi — a freelance mercenary and assassin. He has been hired to infiltrate a colony asteroid that houses hundreds of yukky mutants and blow 'em away!!

Run along the face of the asteroid to confront the the dreaded **Asteroid Worms** from whom you must obtain four pages of an ancient manuscript for your employer! To obtain the pages a simple **sub-game** must be played and won. To enter the sub-game feed a monster to an Asteroid Worm and then take it in mind-to-mind combat when it's busy chomping. Use keys **1** to **5** to match with the relevant numbers on screen and when you make it all the way across you've done it! You can also obtain extra things to help you in your quest — these are acquired from **magical wizards** who pop up occasionally. But (but! but!) some wizards are a tad wicked, and bumping into one causes you a lot of harm.

Bob has four functions he can use: **potions** make Bob invincible for a short while, **fungus** gives Bob extra energy, **bullets** load up his gun and **monsters** are used to feed worms. In the top right-hand corner of the screen is an iccle cutesy box which is Bob's **compass** and points to all the exits.

CONTROLS

Bob is controlled with redefinable keyboard or joystick, and additional function keys are: SPACE/game status, 1/Potions, 2/fungus, 3/bullets, and 4/monsters. These correspond to the four boxes at the foot of the screen.

Psychaedelic Hedgehog Software is a small software house currently operating on a mail order basis only. The latest release is *International Cricket Manager* — a strategy cricket game (hence the title!) in which you have to manage England as you battle on the pitch against international squads. Featuring graphics, sound and music (not usually found in other strategy games!), *International Cricket Manager* is available now for £9.99. Write to **Psychaedelic Hedgehog Software, 55 Stanley Street, Ramsbottom, Bury BL0 9JG.**



DEJA VU
the remix

● The Mega Team are back (back! back!) and better than ever!!
by Andrew Daly

Hands up everyone who bought the CRASH Chrissy Special! Coo! Worra lot! Remember that completely berrillliant game *Déja Vu*? You do? Good — well, it's back! *Déja Vu — The Remix* is a new version that's even better to play and betterer (?!! —Ed) still to look at! Hurrah!

Earth is under attack by marauding slimey aliens (isn't it always?!). Not to worry, the **Mega Team** have arrived, and feeling in a particularly alien-hating mood, decide to see them off.

Unfortunately for Earth, two of the three members of the Mega Team were captured by the alien slime-balls, as they teleported aboard the ship. So it's down (or up) to you, the final member, to stop the aliens and save Earth! For the third time this month...

The objective is to collect the **bomb** which was beamed aboard the alien ship, carry it to the ship's hull and set the timer for it to explode. And if you're in a brave mood rescue your team members while you're at it!

To escape from the alien ship collect four **fuel rods** and enter the escape shuttle.

OBJECTS

Keys
Some sections of the ship are locked and can only be opened by the right key or solving an alien puzzle. The objective of the puzzle is to arrange the shapes in the correct sequence. Succeed and the area is unlocked, fail and you forfeit one of your six lives.

Extra Fire
Booom!

Extra Energy

The Bomb
Tick, Tick, Tick, Tick, Tick, Tick, BANG!!

Shield
To use press left, right and fire. If using joystick press 2

Smart Bomb
Not an explosive which is at the height of fashion but one which kills everything on screen. To use press down and fire, if using a joystick press 1

Fuel Rod
Don't be a fool - grab some fuel!

CONTROLS

Kempston and cursor joysticks can be used, and the keys are definable. To pause press A, S, D, F, G together and press ENTER to restart. To abort press CAPS, Z, X, C, V together.

SO, WHO EXACTLY IS ANDREW DALY?

What happened to **Andrew** after the original *Déja Vu*? Did he become and international star programmer writing hit after hit? Or did he go down the software dumper? Neither! He carried on with his blooming A levels!! He has been trying to get some work from a couple of software houses, but no luck yet. Instead he's poshed up the original *Déja Vu* to make it more impressive so he may get a job! So, next time you're writing to a software house stick this PS at the end of your letter: Hey, Mr Software House, why not do yourself a favour and hire that ace and generally all-round stillo programmer **Andrew Daly**?! Y'know — the one who did that smashing game *Déja Vu — The Remix* for the **CRASH Power Tape**! I'd buy his games and I'm sure a squillions others would too! Hurrah!

POKEMANIA AHOY!
Find out what goodies Graham Turbo Mason has in store for you on Nicko's fabbo Tips pages!

GET YOURSELF ON THE COVER!!

If you think you've written a completely brill game and want to share it with the Speccy world, send it to us on cassette or disk with a letter explaining the game. If it passes the reviewers' test we'll put it on the Power Tape for thousands to enjoy! It could be your first step into the software publishing world!!!

Check out the coupon on page 19! It must accompany all entries!

PREVIEWS

It's into the future, back to the past and fast forward this month! Confused? Just read on...

FUTURE FLYING

● SNOW STRIKE

Created by **EPYX**, a software house based in the States, *Snow Strike* promises to be an action-packed game. It's a flight simulation/combat game with a scenario set ten years into the future.

It's April 1999 and the President of America gives the green light on **Operation Snow Strike**, a planned attack on the drug barons of South America. A state-of-the-art fighter is bought especially for the mission — a **F14-LCB Cosmos**. Used as a tactical weapon, this powerful and versatile fighter could destroy the major drug installations and transport modes — if it's flown by the right pilot! Guess who...

There are ten different missions to fly through, including missions specially prepared for your training. Have you got what it takes to make the grade of a futuristic fighter pilot? Maybe you'll get your wings when *Snow Strike* is released in August through **US Gold**.





OOOOOH!! JAMES!!





● THE SPY WHO LOVED ME

Let **CRASH** take you back in time (cue wibbly screen fade out) to a brilliant **Bond** movie — *The Spy Who Loved Me*. You remember? Good! There's a game based on the film coming! Hurrah! Of course, the world must be saved again, this time the meglomaniac is a nasty piece of work called **Karl Stromberg**. Stromberg has half-inched two nuclear submarines, one Russian and one British, and it's up to Bond, James Bond, along with beautiful Russian spy **Anya Amasova**, to stop him.

As usual **Major Boothroyd** and **Q Branch** have come up with a range of deadly toys for 007 to test, not least a very special white **Lotus Esprit**. Being an amphibious car, a hasty retreat can be made into the sea, and those of you familiar with the film will know that is just where the car ends up on several occasions. Bond and his beautiful companion only have a few hours left to stop the evil genius — the whole world is counting on you James. September is the release date for this, the fifth Bond licence from Domark: let's hope it's as good as *Licence To Kill*!

TIME SLIP TRICKS

● TIME MACHINE

After the excellent *Hammerfist* Watford based programming team **Vivid Image** is releasing *Time Machine* through **Activision**. This is a 4-D (the fourth dimension is time!) fantasy role playing game where you take the part of an dotty straggly-haired professor who invents a time machine. A bunch of terrorists attempt to destroy said invention and their bomb hits a vital piece of machinery which sends our professor back in time, a long way back in time. Crikey!

Armed only with a **controller device** that stuns attackers and a limited supply of **travel pods**, Professor Potts must go back to the future (hey!) and stop the bomb attack that started the whole adventure. There are many puzzles to solve, not least how to guide the primitive ancestors of mankind in the right direction so you have a home to go to. The future of mankind is in your hands!! *Time Machine* will be available this month — if Prof Potts succeeds. Otherwise, of course, we all just blink out. So much for our theory of the time continuum...

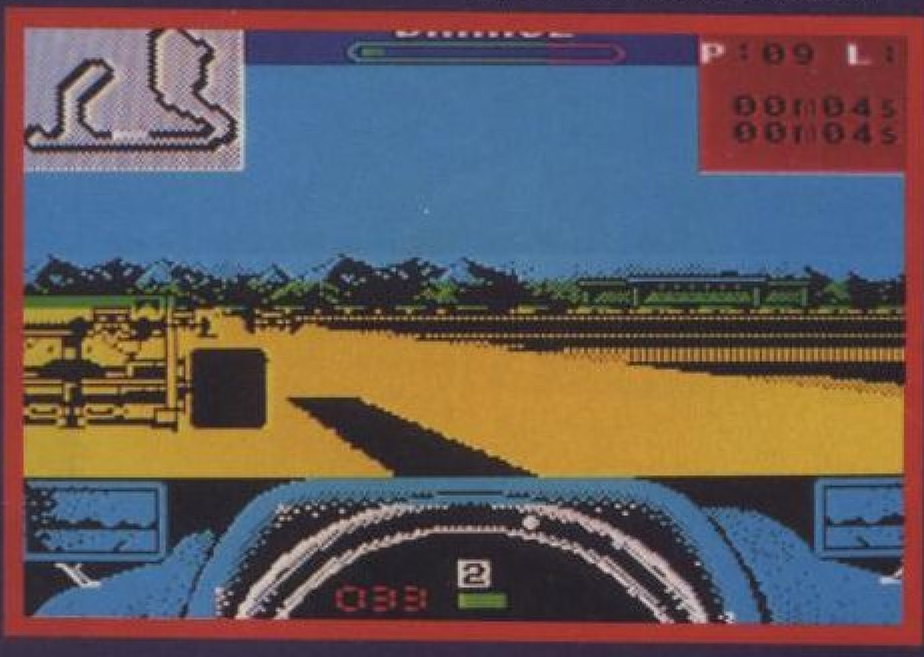


ACTION BIKING

● GRAND PRIX CIRCUIT

Another racing game is due from the **Accolade** garage in the very near future. It's called *Grand Prix Circuit* and lets you race one of three very powerful **Formula One** cars. Choose from **Ferrari**, **Williams** or **McLaren**, and like *The Cycles* (reviewed last issue) each successive machine is more powerful than the last. Once your means of transport has been chosen it's onto the options screen where you can select to practice a race, enter a single race or championship, set difficulty level, enter name and number of tracks. There are eight venues on offer: Brazil, Monaco, Canada, Detroit, Britain, Germany, Italy and Japan, but before you can race you must grab a place on the grid by qualifying. Available in September *Grand Prix Circuit* looks like it might be a must for all racing fans... That's if you don't already have a zillion other versions available!







exclusive!



BECOME A WARRIOR WIZARD!

lot only is Germany famous for ng a rather skill football team, but the land of the lederhosen also has a smashing software house which goes by the name of **Rainbow Arts**. Strange name for a software house, but the games are top quality! Remember *Rock ,N' Roll*, *X-Out* and the brilliant **CRASH** Smash *Turrican*? Yes! Dead good, weren't they?

So, what's next? It's *Apprentice*, an arcade adventure that follows the exploits of a wizard's young apprentice. It seems that this olde worlde YTS lad wants to join the Magicians Guild, but the ruling council think that even at the age of 400 you're too much of a young whippersnapper to be considered!

Still, reluctantly, it's agreed to send you into six dangerous worlds, each made up of 32 levels, to set you a final test. Pass and you will be dubbed a **Paul Daniels** accolyte. Fail and you'll probably spend the next 400 years as a lackey, **IF** you survive!

Dragons on the whole are big, scaley fire-breathing reptiles who like nothing better than torching a few villages and kidnapping fair maidens (and who can blame them?). **Fumo** is just that sort of dragon and it's your eventual goal to locate his lair and kill him. The main problem is that you only have ready access to 16 levels, so if you want to locate Fumo a lot of searching has to be done to find the secret doors to the other levels. You'd better pack your winter woolies because the climate as you pass from world to world changes regularly.

On the way to spank Fumo's bottom you climb mountains, cross rivers, suffer from vertigo as you enter cloud world and sweat like crazy as you yomp across Hell. But you lugh in the face of danger (ha,ha,ha! and chortle at the variety of creures Fumo has sent to stop you (tee he!). Even though you haven't gainedfull knowledge of wizardly ways, yo have a few tricks under your poty hat. By collecting money, ye old shoppes can be entered and a vriety of goods purchased. These inclde **balloons** (to cross chasms), **enegy bombs**, **extra lives** and **small sprits** which are the spitting image of ou and are used to explore dank, ark, spooky places. Though be caretl — the more accessible a shop the nore expensive the goods are, and it better (but much more dangeros) to clamber around and find the les accessible shops.

Fumo's minions are all over the place as expected, and he's enchanted all of the inhabitantsof the land. It may be difficult to kill al the cute little birds and bunny rabbts etc, but to reach your target they must be either fought or avoided.

Though unarmed to begin wih, the enemy can be kicked or you can throw handy chests at them. Having collected weaponary from shops, the serious business of maiming can begin.

Can you earn your pointy Wizards hat by defeating Fumo?

Find out soon when *Apprentice* is released priced £8.99 on cassette and £12.99 on disk.



A QUICK PROBE

● The programming team responsible for this arcade extravaganza iss East Croydon based **Probe Software**. Created five years ago the guys initially developed, marketed and published their own games.

But that venture didn't last very long, so they decided to become one of the UK's top development houses! And plenty of work has come their way in the past few years as they program for some of the biggest names in the software business. Though games like *Savage*, *Outrun*, *Mr Heli*, *Road Blasters* and *Sim City* have done a lot to boost their reputation. We've already seen a playable demo of *Apprentice*, and although it's a few weeks off completion at the time of writing it looks as if it's set to be a winner. Expect to see a review next month.

More, more and more previews next issue!

One two three.

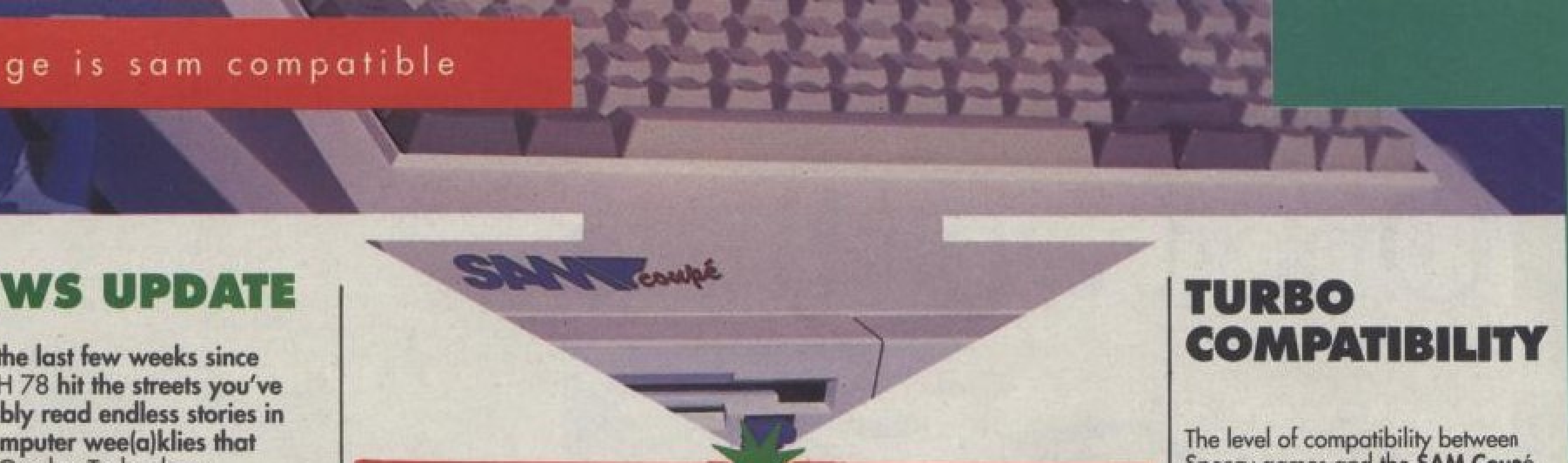


One free too.

With Boots computer games you just can't lose. Buy any three during the period of July 9th to September 1st and you can select another one free. Keep hold of this Collect Card (if you do lose it just ask a sales assistant for another one) and we'll stamp it every time you buy a game from our large selection of titles. With three stamps on your card, all you have to do is return to your local Boots store. And then we'll give the game away.

A better buy at Boots

All titles must cost £9.95 or more and be for the same computer. The free offer does not apply to compilations. Subject to availability in larger stores only.



the page with all things coupé...

NEWS UPDATE

Over the last few weeks since CRASH 78 **hit the streets you've probably read endless stories in the computer wee(a)klies that** Miles Gordon Technology, **producers of the** SAM Coupé **went into receivership on Monday 11 June. 'What hope do SAM Coupé owners have now?' they cried! Well, it's a shame weeklies must grab a story whether they know all of it or not. They don't hold on — and in this case their need to create a dramatic headline obviously threw curent Coupé owners into a state of panic. The endless letters and phone calls** CRASH **has received during the past month proves that.**

The good news is that the SAM Coupé has found a new home, though at the moment (24 hours before this issue starts rolling off the presses) no one is at liberty to tell us which company now has the rights to the Coupé. Fear not **CRASH** will tell you everything next month.

Readers who ordered a Coupé through **CRASH** mail order can also rest assured. As soon as we heard that MGT could no longer supply the Coupé we found another supplier who could fulfill the many orders. Better than writing shocking headlines...

Alan Miles, boss of MGT, was always confident that the Coupé would find a new resting place: 'It was the company that failed, not the product. We owed it to our customers, the developers and ourselves to find a stronger company to take on the Coupé and the later products we have planned'.

Hopefully the SAM Coupé will soon be back on the road to success — and **CRASH** is right behind it!!

FORMAT OFFERS SUPPORT

While waiting for details of the new Coupé company, owners of the SAM Coupé can turn to **Format**, the Coupé user group, for any help they may need. A telephone hotline to answer users' problems and to provide technical help advice on all things Coupé is now open. **Phone 0452 412572** or write to: **INDUG, Format Publications, 34 Bourton Road, Gloucester GL4 OLE.**

TYPE-IN

Ian Slavin has sent in this interesting listing to make your SAM Coupé do some pretty amazing graphic displays. Type it in and away you go!

```
10 LET S=1:FOR A =0 TO PI*2 STEP (PI*2)/120

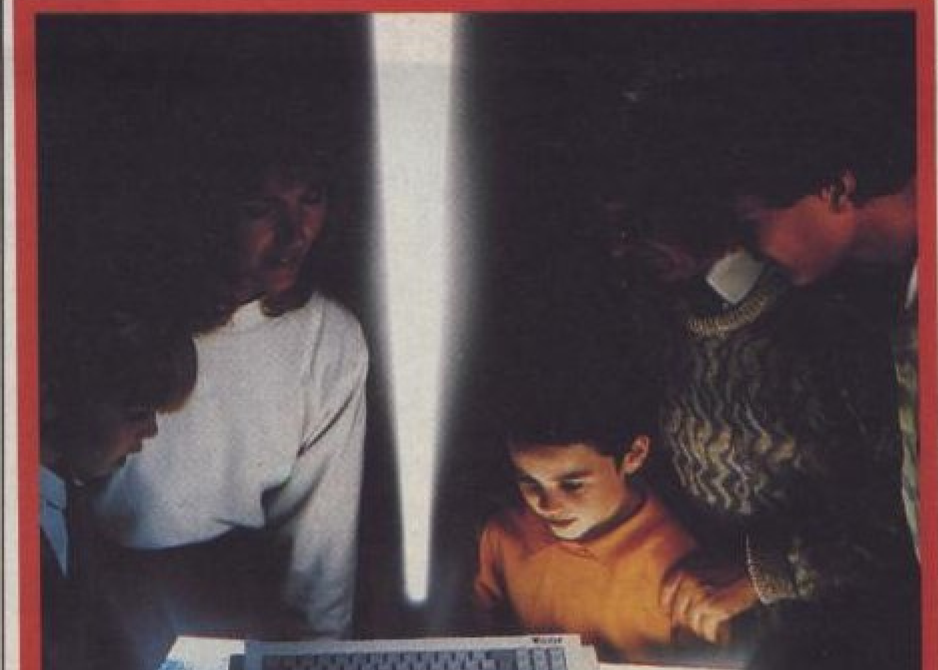
20 PLOT PEN S; 128+35*COS A,77+70*SIN -A: DRAW TO PEN S; 128+70*SIN A,77+35*COS -A

30 LET S=S+1: IF S=16 THEN LET S=1

40 NEXT A

50 FOR A=1 TO 15: FOR S=4 TO 0 STEP -1:LET C=A+S:IF C>15 THEN LET C=C-15

60 PALETTE C,S:NEXT S:NEXT A:GOTO 50
```



The SAM Coupé: It's light doesn't stop shining!

TURBO COMPATIBILITY

The level of compatibility between Speccy games and the **SAM Coupé** has always been a a problem. **Graham** 'Turbo' **Mason** (yes, he of *PokeMania*) wrote the emulator and would like to clear up a few points...

'There have been a lot of reports about the incompatibility. This has been caused by MGT having several versions of the Coupé **ROM** and not telling me. I wrote the emulator for the Coupé I had. So, because of that, people who had the same ROM as my Coupé got it to work. Those with a different ROM complained that nothing loaded.

'The issue two ROM is finished and so is the Coupé/Speccy emulator version three. **Alan Miles** and **Gary Thomas** have extensively tested Speccy games on it and have found, from a recent top 30, only one game that doesn't load. The new degree of compatibility is extremely high.'



Alan Miles: Always confident that the Coupé would find a new company to support it.

HURRY, HURRY, HURRY!

Make a quick dash to page 46 now — that's where you'll find the CRASH review of Enigma Variations' Defenders of the Earth: the SAM Coupé version! It's a crazy colourful blast!!

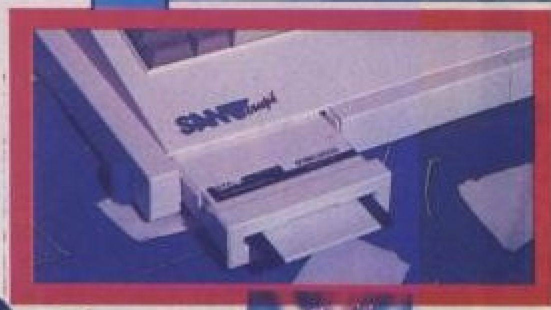
Watch this page next month, for all you want to know about your new SAM!

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LIVE CIRCUIT

Success is mine! the *Campaign For Mangram To Get A Shiny New Desk* is complete! Sort of. Well, thanks to your generous (ahem) donations I now have enough money to afford the first four screws. Real thanks though for this month's mail bag — a huge one! Keep 'em coming. *Letter Of The Month* goes to J Stanley this issue for a tale of woe that jerked my heart-strings (ping!). You too could be the lucky winner of a £40 software voucher by writing a great letter and sending it to: NEWSFIELD, LLOYD MANGRAM'S FORUM, CRASH, LUDLOW, SHROPSHIRE SY8 1JW.

128K WONDERS?

Dear Lloyd
I wonder how many other people like myself have naively purchased a **ZX Spectrum** +2, on the presumption that a 128K machine would enable them to play games of far superior quality than that of a **48K** machine or even the **Commodore 64**, only to find that practically every item of software purchased is to be loaded in 48K mode.

I find this extremely frustrating as I genuinely believed at the time of purchasing my ZX Spectrum, that this machine would provide better graphics and music than the Commodore 64. But now having seen the same game played on both machines I know I was mistaken.

I would be prepared to pay a couple of pounds extra if the software houses were to bring out two versions of the same game, 48K and a better 128K. Should I have saved my money and just bought a 48K machine in the first place?
J Stanley, Milton Keynes, Bucks.

No, you were right to buy a 128K Speccy. There are many games that take advantage of the 128K's sound chip and larger memory. In fact most of the big name games do — *Batman, Chase HQ*, etc.

Don't be disheartened, indeed — have a £40 software voucher and treat yourself to software which will operate in 128K mode (your local retailer should be able to recommend some). Remember though, that the 128K's graphic capabilities are essentially the same as the 48K's.
LM

TERRIBLE DISEASE?

Dear Lloyd
What has happened to the **Olibugs**? Have they all died off from some terrible disease, or is there a vicious Olibug eater at the new **CRASH** headquarters? For many editions there have been no
Olibugs. Why? I know Ollibugs are an endangered species. People would love to steal them



and sell them for loads of money (having them in **CRASH** might attract thieves). But still, **CRASH** isn't the same without the friendly (well nearly friendly!) Olibugs.
Robert Butler, Beaconsfield HP9 1XW

The problem's this: Olibugs once lived happily on the CRASH designers' paste-up boards (where text and pictures were stuck down). Now CRASH is produced on Macintosh computers and the Olibugs are having a bit of bother invading the circuit boards. Latest reports indicate they've found the input port and are diving in, look out for an appearance soon!
LM

ISSUE ONE FOR SALE!

Dear Lloyd
I'm just writing in to let you know that I'd like to sell copies 1-48 of **CRASH**, or some of them, according to any buyer's preference. The first two volumes are in **CRASH** binders. I'm open to readers offers.
Philip Murphy, 42 The Drive, Northwood HA6 4HP.

An issue one? A rare item indeed. If you're interested in Philip's offer, get in there quick!
LM

OH DEAR, A POEM

Dear Lloyd
Here's a poem... *I like* **CRASH**,
I read it while I eat bangers and mash,
I liked the ***WHAM*** *Bar that was free,*
I ate it while I was having tea,
Four free games each month to play,
Three cheers for **CRASH***: Hooray, hooray hooray!!*
That must deserve £40 worth of software. Mustn't it?
Christopher Bailey, Wisbech PE13 2PP
PS. Here is some money to help with the new desk account. Now you have the grand total of erm... £00.05
Congratulations.
PPS I hope this bribe works.

There once was a chappie named Chris,
Whose bribery plot was this,
'Send Mangram some dosh,
And he'll be impressed — by gosh!
And award me £40 of software — ah, bliss!'
You must be joking, be off with you!
LM

TOOTHLESS

Dear **CRASH**
Wham Bar: the most tooth exploding bar in the world! It really works. On the first bite of my Wham bar, Kerpow!, my tooth broke and fell out. It's the tooth the whole tooth and nothing but the tooth **(groan —LM)**.
Yours toothless
Marissa Smith (11), Stoneyburn EH47 8DY.

Apparently, (well, there's this rumour going around) if you stick a tooth under your pillow, this great fairy takes it and in its place leaves 10p — ideal for buying another WHAM Bar! A bit daft. How many fairies do you know who have tooth collections? That's what I want to know.
LM

FALSIES!

Dear Mr Mangram
Yo! How are you doing? (I picked that up from my grandson **Peter**). I'm an 82 year-old **Granny** and have been reading **CRASH** for a long while. To start with I stole Peter's copy every month, but eventually decided to get a subscription. Peter was most pleased as I stopped cutting out competition entries and posters!
Recently I've been playing the games on the **Power Tapes**. They're all pretty good (compared with my aged games such as *Space Intruders*), but I find them a bit hard - my reactions aren't what they used to be!
Luckily, my husband **George** bought me one of those green and pink cruiser joysticks for Christmas. I used to find it hard to press down the keys because of my arthritis. The joystick has really helped, it also brightens up the living room and doesn't clash with the wallpaper. My only complaint is that my +2A doesn't match the TV very well. Do you know if **Sinclair** make a Teletext TV to match the +2A?
I've always fancied being a pilot, and there are several flight sims about. Is *Project Stealth Fighter* any good?
One other thing, I really enjoyed the 'Yummy, scrummy space-age **WHAM** bar'. The only trouble is my false teeth are still stuck in it.
Mildred Rix, Downham Market PE38 9RT
Regarding a Sinclair monitor, I'm afraid there isn't one. Just adjust the fine tuning on the TV set and a suitable signal should be found. And if you want to get into flight simulations ***Project Stealth Fighter*** **is good — also try** ***Gunship*** **which is excellent.**
LM

LIVE CIRCUIT



★ HI-FIRE! ★

Gotta high score? We want to know about it! Yes! This is Hi-fire where you can announce your galactic domination to the entire Speccy universe. And what's more, we'll be pulling a name from the hat each month and awarding a high-scoring hero £40 of software!! *Yayyyy!* So play mean and get yourself a high-score and send it, with a photo if possible, to: NEWSFIELD, HI-FIRE, LIVE CIRCUIT, CRASH, Ludlow, Shropshire SY8 1JW. And remember, there's £40 of software to be won every month!!

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LEGEND OF KAGE
136850 Anthony Coughlan, London E77 3PE

CRAZY CARS
5793424 Anthony Coughlan, London E77 3PE

TURBO OUTRUN
797890 Ross Carder, Hastings TN35 5AY
514380 Richard Jones, Abertillery NP3 1TF

OUT RUN
2060100 Robert Butler, Beaconfield HP9 1XW

RAINBOW ISLANDS
31199880 Daniel Fletcher, Baildon BD17 6AS
2333610 David Gilson, Hull HU5 5BZ
1391160 Tim Stevens, Derby DE7 3GA
1069740 Ewan Macleod, Nairn IV12 5NR

STRIDER
58800 Steven Downey, Worthing BN14 7LL

SUPER STUNTMAN
1187409 Darren Morgan, Milton Keynes MK14 7OP

HARD DRIVIN'
372390 Steven Downey, Worthing BN14 7LL

PAPERBOY
108320 Jane Broomfield, Hutton Cranswick YO25 9QL
81260 Ewan Macleod, Nairn IV12 5NR

CHASE HQ
16167155 Richard Jones, Abertillery NP3 1TF
5596581 Scott Brown, Glasgow G73 1AF

TYPHOON
30100 Richard Jones, Abertillery NP3 1TF

BATMAN MOVIE
260740 Tim Barton, Ringwood BH24 3DS
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And this month's incredibly lucky winner of the £40 software voucher is Richard Jones from Abertillery! Hurrah!

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2 NEW LIVE CIRCUIT SECTIONS TO THRILL YOUR SOCKS OFF!

Right I've done some thinking and I've decided that Live Circuit **has just about room for two new additions. So, please give a big hand for** Help! **and** Fave Raves **(A nation claps). What are they all about? Read on and find out...**

HELP!!

This is Help!, a shiny new section designed to, erm, help! It's a tidy column where you can request help! if your stuck on anything technical, or just stuck generally. Hopefully someone out there has an answer!

In CRASH 77 S Wilson **from Warndon asked for help! on how to get his LPRINT function working with a Citizen 120-D dot matrix printer (he has a +3). Well S, your cry for help! has been answered.** William Easson **from Disley,** Ray Johnson **from Gravesend and** Paul Holmes **from Craven Arms all wrote in with a useful tip:**

When you switch on your +3 type this command: POKE 23354,62: POKE 23355,16, then press ENTER. Now the printer will work fully with LLIST, LPRINT and COPY.

Now a plea for help! from Paul Holmes **from Craven Arms. What seems to be the trouble then Paul?** 'I am going crazy!' **Oh dear...** 'I'm trying to find a parallel INPUT/OUTPUT interface for my +3. Please can you tell me where I can get one and at what price?'. **Can anyone help? Send your solutions to me at the usual address.**

Who's this looking for help!? It's Michael Woodford **from Southampton. Michael says** 'My +2 won't load any of my games (normally it says nothing at all for the program name). Should I get it repaired?' **Yes! Immediately! Take it back from whence it came and ask for a new one!**

LIVE ★ CIRCUIT

FAVE RAVES!

Bright new section number two. The idea was prompted by a letter from **Phil Wain** of Northampton, who has just recently bought a Speccy (where have you been!) and wants to know how good all the Speccy software that appeared over a year ago is. Well, for a start Phil, you could order a load of back issues; but why not have a look at what other **CRASH** readers recommend...

So viewers, what I'm looking for is your chart of Speccy **Fave Raves** (hence the title). Basically, the top five games you've played and a short sentence explaining why. We'll start with this chart... what could you come up with?

1. PIPEMANIA/Empire
Ooo, it drives you mad! Simple game but frighteningly addictive!

2. RICK DANGEROUS/Firebird
This brilliant platform romp should have been a Smash — very playable!

3. GHOULS N GHOSTS
A superb arcade conversion, playable, addictive and enormous fun!

4. CHASE HQ/Ocean
Simply the best Speccy driving game ever!

5. MYTH/System 3
Huge game, full of platforms and action and beat 'em up — it's got the flaming lot!

What are the five best games you've played — get your ideas in the post, to the usual address now!!

LIVE CIRCUIT

COMP WINNERS!

There were two mega compos in CRASH 77:the *Turrican* compo and the *Pipe Mania* compo. We were deluged with entries as you can see from this photo of Viv 'Vixen' Vickress **(winner-picker to the stars) covered in all your entries!! On with the prize giving...**

Right then, who was the first prize winner of the Turricamera compo from Rainbow Arts? It was



Keiron Healy, Doncaster DN4 9AG who will soon be shooting his mates with a **Polaroid Image camera** and a game!! And the runners-up, who receive a game each, were: Gemma Woodward, Bristol BS19 2TP; David Coverley, Redcar TS11 6DG; Simon Davies, Pembrey SA16 0UT; Brian McGlone, Belfast BT12 4SU; Darren Hunter, Doncaster DN3 1LE; John Parker, Bedford MK41 9DF; Colin Davison, Newcastle NE5 1SR; D J Robinson, Manchester M26 9XJ; Robert Kingston, Camberley GU17 7JA; Tommy Vanner, Lisburn BT28 3EB; Glyn Jones, Anglesey LL61 5AQ; Lawrence Pycock, Maidstone ME17 4QB; Paul Render, Dewsbury WF13 3RZ; Mark Strange, Netherfield TN33 9QE; Rick White, Doncaster DN3 2LB; Martin Townsend, London N17 9UG; Gary Rockett, York YO4 6NY; Richard Cussen, Droitwich WR9 0AH.

Now for the BIG ONE! Empire's *Pipe Mania* compo brought in hundreds of entries. And the incredibly lucky winner of a **SAM Coupé**, a copy of *Pipe Mania*, and a **Pipe Mania T-shirt** is **Richard Morris**, Broseley TF12 5SU. And the ten runners-up who each receive a copy of Pipe Mania and a T-shirt are: C Smith, Bristol BS7 9XD; Trevor Parker, Walsall WS8 6JJ; Nicholas Malone, Clevedon BS21 6HJ; Peter Kelly, Letterkenny Ireland; P K Tricklebank, Coventry CV7 8LZ; J Turner, Wishaw ML2 8RP; Ben Swift, Leicester LE4 3JT; James Fitch, Barrow in Furness LA13 9QN; Geoffrey Dallimore, Huntingdon PE17 2AY; Paul Spencer, Romsey SO51 8RN.

Keep entering compos like that and we'll need a bloomin' forklift truck to wheel them around the office!! Don't miss out on any of CRASH's fab 'n' brill compos — you could be a winner soon!!

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 ■ ISSN 0954-8661

Cover Design by Oliver Frey

A STORY OF SURVIVAL

OR MUMMY, WHERE DO SPECTRUMS COME FROM? PART 2

A TWO PART CRASH SPECIAL!



Creator of our fave home computer, Sir Clive Sinclair is fifty this year. Last month we looked at how he started the ZX range of computers and now we complete the story: from the launch of the ZX Spectrum in 1983 up until the present day.

CHEAP AND POWERFUL SPECTRUM

● The Spectrum hardware was designed by **Richard Altwasser**, and the software was adapted from the ZX-81's by **Stephen Vickers**. The Spectrum had a new custom chip which could keep a colour display up yet hardly slow the processor at all — but a last-minute bodge was needed to make the keyboard work properly. This was the '**dead cockroach**' modification: a chip soldered on its back with its legs in the air!

At £125 for 16K, or £175 for 48K, the Spectrum was very cheap and very powerful for its day. The 48K model seemed such a good deal that it sold eight times as well as the 16K model from the start, so a new version was produced — the issue 2 — which could hold 48K on one board. The issue 2 had blue keys, rather than grey ones, to make the lettering on them easier to read under electric light.

Meanwhile Altwasser and Vickers left Sinclair to set up their own firm, **Jupiter Cantab**, selling a small fast computer that was a cross between a Spectrum and a ZX-80. Their **Jupiter Ace** flopped.

Sinclair refined the Spectrum again in 1983, making BEEP slightly louder, using a cooler logic array, and adding a minor tweak which unfortunately stopped lots of sloppily-written games recognising the keyboard. This Spectrum was the infamous issue 3.

Meanwhile in the USA... **Timex** was bemused by the success of the **TMS-1000**, and tried to follow it with a 16K variation, the **TMS-1500**. It flopped, so Timex came out with the **TMS-2068** — a superSpectrum with graphics much like the SAM Coupé, sound like a Spectrum 128K. That flopped too, mainly because of competition in the US market and poor software compatibility. Timex gave up in February 1984.

The rubbery Spectrum keyboard was universally hated, so Sinclair tried to develop something better-looking. The result was the **Spectrum Plus**. Brilliantly, with the Plus, Sinclair preserved total compatibility by using exactly the same circuits as in an old Spectrum, in a new box. And the Plus sold well, for a while, though the routines to read the keys still insisted you pressed them one at a time — fine for rubber keys, but now very frustrating.

THINGS GO WRONG

● Sinclair had been putting off plans for a superSpectrum since 1982. He spent most of 1983 designing a portable business computer, but at the last moment a near-random collection of design features merged into the **Sinclair QL**. The QL was launched, designed, manufactured and made to work, in that order.

In 1985 Sinclair's main distributor, **Prism**, collapsed. The QL price was slashed in half. Sinclair, now a knight, was busy advertising electric tricycles. **Robert Maxwell** stepped in, sniffed the air, and stepped out again.

And by now the Spectrum was not considered sophisticated, even with the new keyboard. People began to demand more memory, interfaces and better sound. A mixture of new and TMS-2068 features were cobbled together to make the **Spectrum Plus 128K**. The money for the 128 came from Spain, so that's where it was launched.

In January 1986 the Spectrum Plus 128K was launched in the UK, in a desperate bid by Sinclair to look busy as debts piled up. But by March the bank had closed Sinclair's accounts and the company staff were paid on the firm's behalf by a large retailer who took stock in return.

OVER TO AMSTRAD

● On April 7 1986 **Amstrad** bought the right to make Spectrums, and to kill the QL, for just £5 million, and also paid £11 million for the remaining stocks.

Unconfirmed reports suggest that about 4 million standard Spectrums were produced by Sinclair Research. And there must be about 500,000 128s in circulation, with the bulk of those being first-edition Amstrad Plus.

A few Sinclair staff moved to Amstrad and produced the **Plus 2**: a 128 in a new box with a cassette drive 'glued on', as Amstrad boss **Alan Sugar** put it.

A year later came the first true Amstrad Spectrum — the **Plus 3**, minus Sinclair chips and plus the disk system from Amstrad's **CPC** range. The Plus 3 was a new design, not very compatible with the old Spectrum and its wealth of 48K hardware and software.

Sir Clive Sinclair went on to sell a portable computer called the **Z88**, designed by Jim Westwood and using the same Z80 processor as the ZX range. Latest reports indicate plans for a C-15 electric car...!

At the 1988 PC Show, Amstrad launched its own machine — the **Sinclair Professional PC 200**. The machine found many critics — mainly because no-one understood who it was aimed at — it wasn't a good games machine (it features only four colours and, at a basic starting price of around £350, is wildly expensive) and not powerful enough for a serious PC alternative. Not really Sinclair stuff at all.

THE SPECTRUM CLONED

● Christmas 1989 saw the launch of the machine every one was really waiting for — the **Miles Gordon Technology SAM Coupé**. 256K RAM, four colour modes, fast operating speed and compatibility with the majority of 48K Spectrum games. Initially the ROM chip was bugged, but in April MGT delivered new ROM chips for users to fit themselves. By May 1990 the first signs of real software support were showing — **Enigma Variations**' specially created SAM Coupé *Defenders Of The Earth* was just a week or so off release. Things were really looking up, and hardware sales appeared to be good.



SINCLAIR: A STORY OF SURVIVAL PART THREE?

● At the time of writing there is no Part Three. However, recent events suggest there could be very soon. Will the Coupé continue it's successful journey into the mainstream computer market? Additionally, what are Amstrad's plans for the Spectrum range? Well, by the time you read this, someone from CRASH will have been to a confidential Amstrad conference, somewhere in France. The rumours suggest that Amstrad is launching a new range of CPC computers and a console — will there be any news of something happening on the Spectrum front? There's only one way to find out — tune in next month as CRASH goes one step further...

THE COMPLETE STORY

1980

ZX-80

£100; 4K ROM, 1K RAM; whole numbers only; very limited black-and-white graphics but basic 32 x 24 screen established. Total sales about 50,000.

MICRO-ACE (clone)

£80; 2K RAM; ZX-80 kit copy

1981

ZX-81

£70, £150; 8K ROM, 1K RAM; floating-point maths; slow but continuous black-and-white display. 500,000 sold in the first year.

1982

TIMEX TMS-1000

$100; licensed ZX-81 — a big hit for Timex in the USA

ZX SPECTRUM

£125 (16K), £175 (48K); 16K ROM, 16K/48K RAM; colour graphics and much-improved display circuitry. 60,000 issue 1 Spectrums sold; grey keys, add-on 32K, 'dead cockroach' bodge.

ZX-81 price cut to £50

TMS-1000 price cut to $40

500,000 issue 2 Spectrums sold; blue keys, 48K RAM onboard; bodge transistor soldered over ULA

1983

JUPITER ACE

£80; spin-off; 8K ROM, 3K RAM; Forth Spectrum keys/tape/display

3,000,000 Plus

Spectrum issue 3s sold: new low-power ULA, louder BEEP, runs cooler, no colour tweaks, key port incompatibility. Prices cut to £100/£130 (16K/48K).

TIMEX TMS-1500

$80; 8K ROM, 16K RAM; ZX-81 with better keyboard — a flop.

TIMEX TMS-2068

$150/200; 24K ROM, 16K/48K RAM; paged in 8K lumps up to 256K. Improved BASIC, sound and much better display, but very incompatible. UK PAL TV version never marketed.

1984

SPECTRUM Plus

£180; issue 3 circuits (with minor revisions) and extra RESET button; new box and keys.

1985

Spectrum Plus price cut to £130, 16K and rubber-key versions discontinued

SPECTRUM 128K

£180; 32K ROM and 128K RAM, in 16K pages; RGB; old box and chunky heat sink: no keywords; three-channel sound; clumsy screen editor; MIDI/serial port; funded by Investronica.

1986

SPECTRUM Plus 2

£140; the old 128 in a new box, with a better keyboard and cassette unit 'glued on'; 250,000 sold in first year; the first Amstrad Spectrum.

1987

SPECTRUM Plus 3

£249; 3-inch disk; AMSDOS in 64K ROM; first radical redesign since 1982. Earlier 128s were more compatible with existing hardware and software than the Plus 3 — they had extra features just bolted on rather built in.

Spectrum Plus 3 price cut to £199 — some stores discount further to £180

1988

SPECTRUM Plus 2 (revised)

64K ROM, 128K RAM; outwardly as older Plus 2s but less compatible inside.

SINCLAIR PROFESSIONAL PC 200

16-bit processor 8Mhz 8086, 512K RAM, One 3.5inch 720K disk drive. Medium resolution CGA graphics 320 x 200 pixels in four colours. Never hit the big time.

1989

SAM COUPÉ

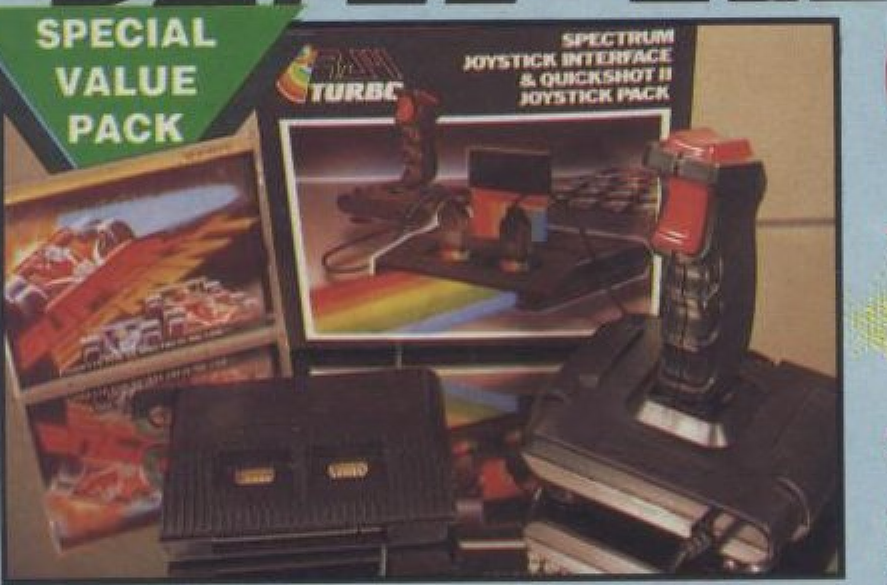
MGT launches the SAM Coupé. The new British computer offering compatibility with the majority of Sectrum software.

1990

Amstrad hold a secret conference in France, with major announcements expected.

mummy, where do spectrums come from?

DATEL ELECTRONICS



RAM TURBO + QuickShot II VALUE PACK

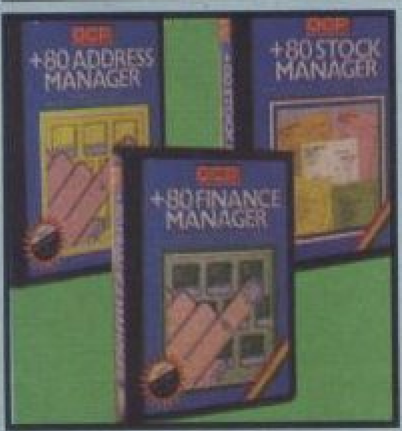
WITH FREE SUPERSPRINT GAME!!

- The Ram Turbo has long been recognised as the best joystick interface ever devised for the Spectrum. The Quickshot II has sold over 15 million world wide!! Put the two together & you have got the best combination possible - add a free copy of 'Supersprint' from Activision & you can't get a better deal!!
- The Ram Turbo is a dual port interface supporting all formats - Kempston, Cursor & Interface II.
- Throughport allows for other add-ons.
- Builtin reset switch & power protector.
- Allows simultaneous two player option for dual games (inc. free Supersprint).
- Works with any standard 9 pin joystick including auto fire types.
- The Quickshot II is a superbly styled joystick with trigger & top fire buttons for ease of use.
- Four suction cups on the base facilitate one hand operation.

ONLY £22.99 COMPLETE

(WHILE STOCKS LAST)

RAM TURBO INTERFACE AVAILABLE SEPARATELY **ONLY £14.99**



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ADDRESS MANAGER

- Store up to 350 names, addresses & phone numbers.
- Find just what you want easily - multi-indexing.
- Label printing routine - full screen editing.

FINANCE MANAGER

- A superb yet simple program that allows you to keep your finances in order.
- From household to small business this is your answer.

STOCK MANAGER

- Ideal for the small business - up to 600 lines.
- Produce invoices, sales totals, pricelists, etc. easily with this simple to use program - stock management has never been so easy!

ALL THREE ONLY £14.99 (All Microdrive compatible)



OCP TOOLKITS

MASTER TOOLKIT

- Add a whole range of powerful new commands to the existing Spectrum Basic.
- Re-number, realtime clock, memory map, trace function, number conversion, program compression, etc.
- A real must for the programming beginner.

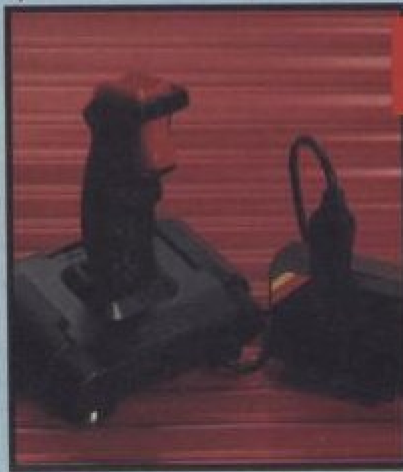
EDITOR ASSEMBLER

- If you are writing Machine Code or just exploring your Spectrum then this is for you.
- Full Z80 instruction set supporter.
- Too many features to list.

MACHINE CODE TESTER

- The ultimate professional tutor/de-bugger
- This program was written to help the beginner to explore the world of machine code programming.
- Sits in memory alongside the editor assembler program.

ALL THREE ONLY £14.99 (All Microdrive compatible)



JOYSTICK INTERFACE

- Full Kempston compatibility.
- Works with most any program.
- Superbly styled case - fits snugly into your Spectrum.
- Accepts any 9 pin type joystick, including rapid fire models.

ONLY £6.99

SPECIAL OFFER!

COMPLETE WITH QUICKSHOT II

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DUAL PORT JOYSTICK INTERFACE



- Full compatibility with Kempston & cursor.
- Two sockets to accept any 9 pin joysticks.
- Supports rapid fire models.
- Allows two player simultaneous control.

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SPECIAL OFFER!

COMPLETE WITH QUICKSHOT II

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CABLES ETC.

+3 CASSETTE ADAPTOR

- Allows you to connect a cassette recorder to your +3.

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REPLACEMENT TV LEAD

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+3 PRINTER PORT LEAD

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+2 JOYSTICK ADAPTOR

- Allows standard 9 pin joysticks (Quickshots etc.) to be connected to your +2 & +3 computers.

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56 WAY EXTENSION

- Allows you to distance peripherals from your computer. 6" long.

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TWO WAY EXTENSION

- Allows peripherals to be connected together (memory conflicts allowing).

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RAMPRINT™

THE ULTIMATE PRINTER INTERFACE WITH BUILT-IN WORDPROCESSOR...NO SOFTWARE TAPES TO LOAD!!

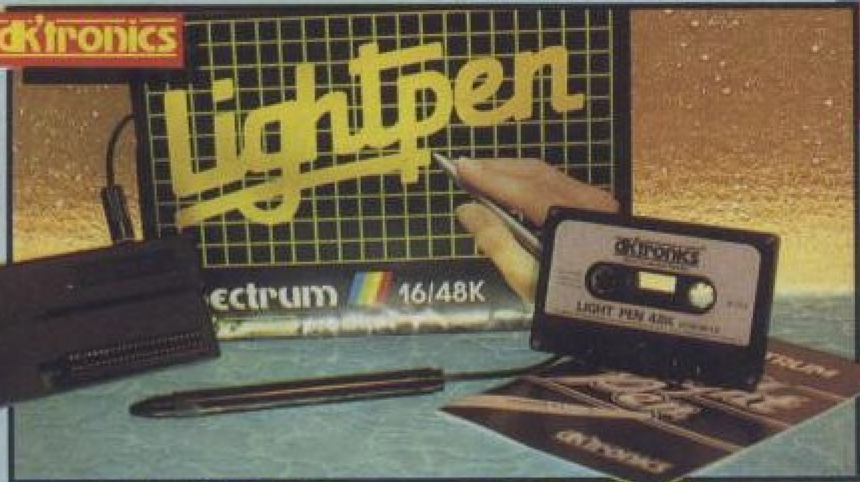
- Works with most any fullsize Centronics printer.
- Huge range of printer driver options for maximum compatibility.
- Software on ROM - just power up & go!
- Even has built-in joystick interface (Kempston).
- Comes complete with printer cable - no more to buy.

PLUS A SUPERB WORD PROCESSOR...

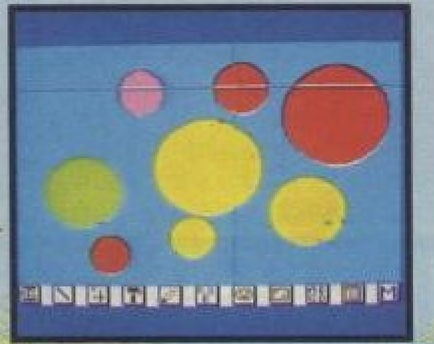
- Not only are the printer drivers in ROM - the RamPrint even has a wordprocessor built-in!! Just power up & type.
- Full range of wordprocessor commands without the need to load anything.

ONLY £34.99 NO MORE TO BUY!!

DATEL ELECTRONICS



LIGHTWRITER™



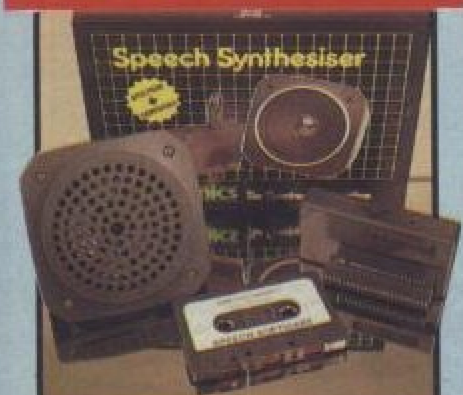


- Very easy to use - all functions are selected from on-screen instructions.
- Fully Menu driven. Choose inks, papers, erase, fill, etc.
- Top quality interface & lightpen unit complete with software (cassette).
- Save/Load screen images that you have created with your Lightpen.
- Complete with full instructions on it's installation and use.
- Highly reliable design - many thousands have already been sold.
- This unit is attractively styled in computer colours to integrate perfectly with your computer system.
- Animate several screens in the computer's memory.
- Comes complete, ready to go. Plugs neatly into rear of Spectrum.

JUST PLUG IN & DRAW CIRCLES, RECTANGLES, SQUARES & FREEHAND DRAWINGS.

COMPLETE SYSTEM
LIGHTPEN/INTERFACE/SOFTWARE
ONLY £15.99

dk'tronics SPEECH SYNTHESISER



- Very easy to use, comes complete with comprehensive instructions.
- Complete with 4" pod mounted speaker.
- Infinitely variable vocabulary using allophones.
- Create words & sentences easily.
- Can be used to create sound effects.
- Complete with software on cassette.
- Through bus connector for other add-ons.

ONLY £19.99

PARALLEL/CENTRONICS PRINTER INTERFACE



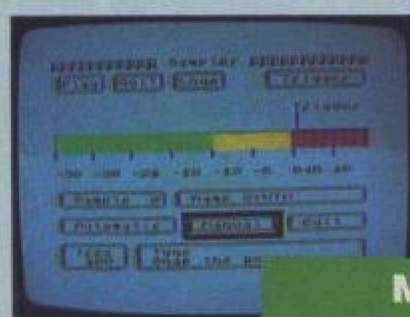
- Now you can connect most full size parallel printers to your Spectrum.
- Fully relocatable controlling software (cassette).
- Interfaces with most software using the printer channel e.g. Tasword, Devpac, etc.
- LList, LLprint supported, HiRes screen dump (Epson).
- Comes complete with printer cable - no more to buy.

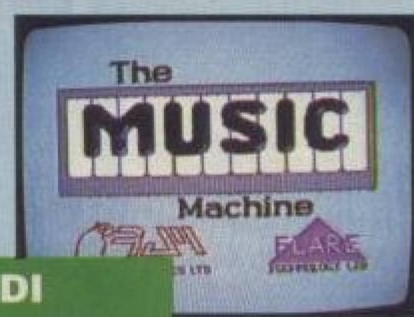
ONLY £19.99

THE ULTIMATE MIDI PACKAGE...



RAM music machine





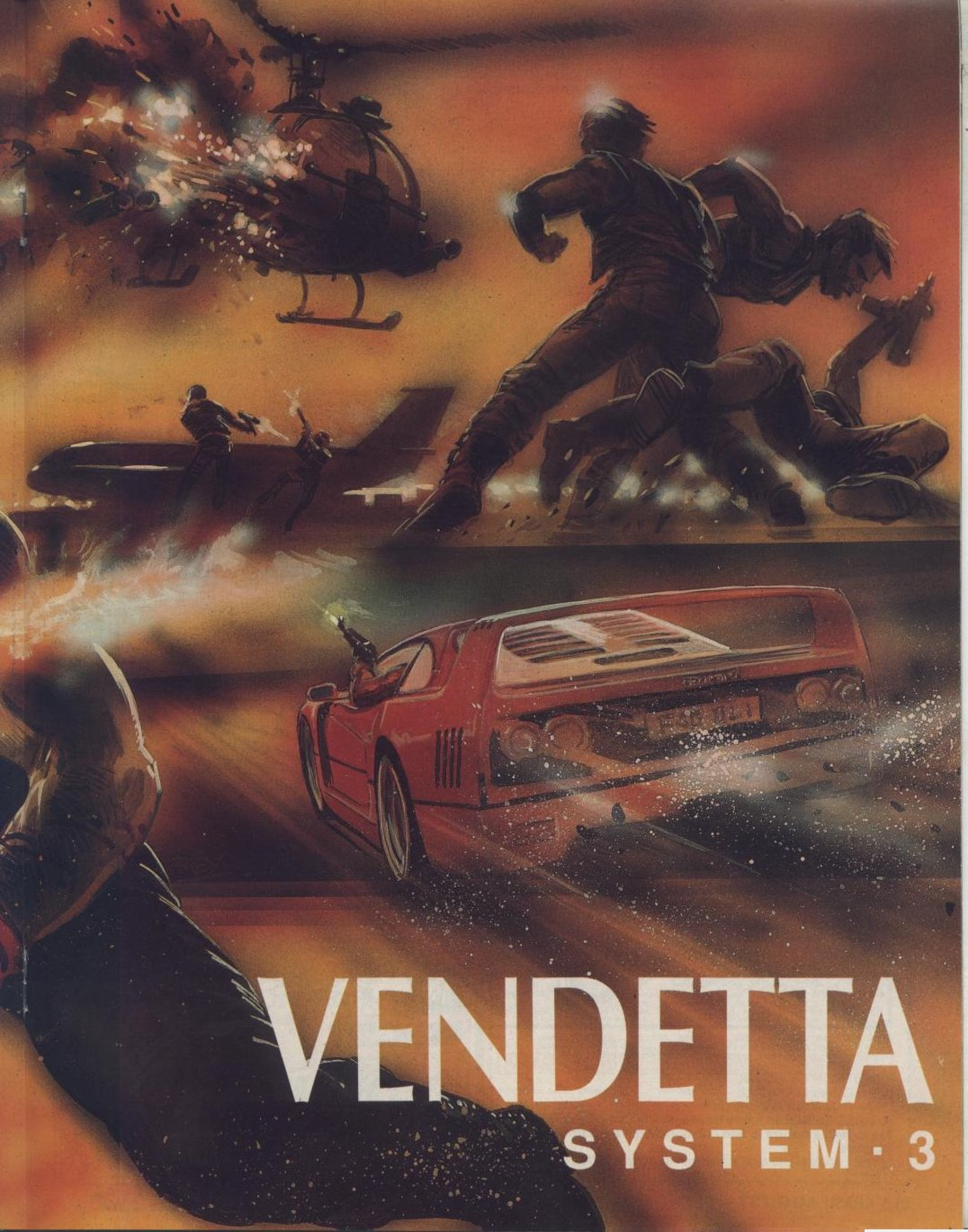
MIDI COMPATIBLE

THE RAM MUSIC MACHINE IS PROBABLY THE MOST EXCITING MUSIC ADD-ON AVAILABLE FOR ANY COMPUTER.

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- It's an echo chamber & digital delay line. Create some very interesting effects.
- It's a two voice music/sound synth.
- The Music Machine can also be used as a drum machine - eight drum sounds are already provided for you, but you can easily produce more of your own.
- The extremely powerful software allows you to compose tunes from individual bars of music. You can edit your creation on screen & Save/Load sounds, instruments & rhythms.
- Fully MIDI compatible. The Ram Music Machine supports full MIDI In, MIDI Out & MIDI Thru.
- Output through your Hi-Fi or Headphones. Comes complete with Microphone.
- Use a full size MIDI keyboard to play the Music Machine.
- Sounds produced by the Music Machine can be mixed with a MIDI Synthesiser's own sounds.
- On screen Sound Editor can produce MIDI data from your own compositions.
- Various sampled sounds are provided in order to get you going.
- No other product can offer so much in one unit - it's the TOTAL SOLUTION!!

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★ HUMMM, ALL SOUNDS A BIT TECCHIE TO ME!

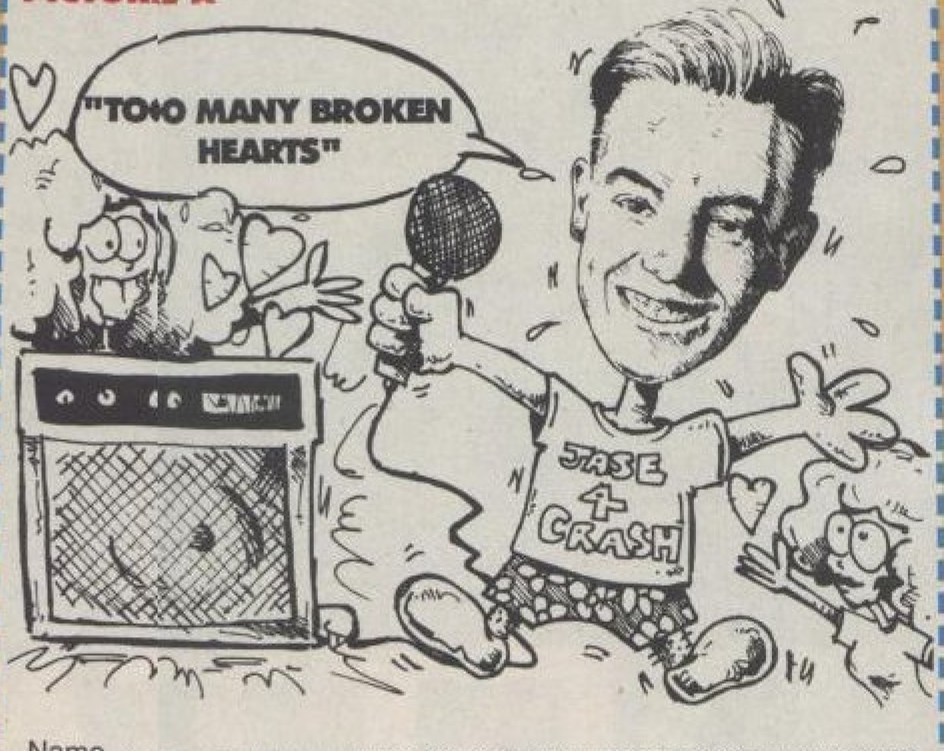
Tecchie?! Pah! *The Genius Mouse Art* pack and the *RAM Music Machine* pack are designed to provide lots of sound and music fun! Let's have a gander at what they offer... Right ho, here's the *Genius Mouse Art* pack. Cor! It includes a **Genius mouse** (hi-res, two-button mouse featuring optical counting), an **OCP Art Studio** program, a **joystick interface** which features a special chip to give super-smooth operation, and a **mouse mat** and holder!

The *Art Studio* program allows you to create an image and then fiddle with it as much as you like — it's the tops in the art world! And what about the *RAM Music Machine* — it could send you pumping up the celebrate hit parade! The pack comes complete with the necessary **hardware**, **software** and even a **microphone**! What does it offer? Well, you can compose your own tunes, there's a full **sound sampling system**, a **two-voice music and sound synth**, a **drum machine**, fully **MIDI compatible** and you can output sounds through your hifi or headphones! Who knows? You could soon be beating **Stock, Aitken & Waterman** at their own game!! Cripes!

★ TEST YER TALENTS!!

Indeed! If you want to be in with a chance of winning either an art or music pack it's time to test your powers of observation! On this page are two pictures — only they're not, as it may appear, quite the same. Oh no, there are in fact ten differences between them. If you can spot all ten differences you're well on your way to becoming a winner! Snip out the coupon (with the ten differences marked) and send it, along with your name and address to: NEWSFIELD, DOODLING WITH DATEL COMPO, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. Entries here by August 29, and don't forget to write which pack you would prefer to win.

PICTURE A



Name...
Address...
....Postcode..

If I'm a winner I would like:
- ❑ The Genius Mouse pack
- ❑ The RAM Music Machine pack

To help CRASH plan future issues, tick the box if you would like to read a feature to find out more about the hardware Datel supplies.

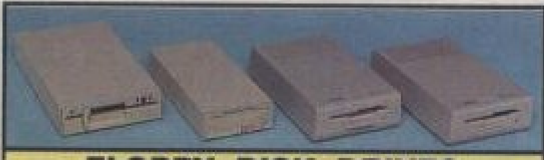
❑ Yes! I would like to read a hardware feature in CRASH

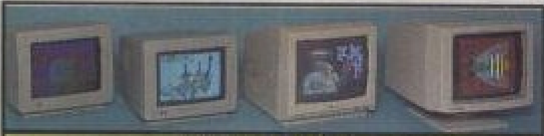
PICTURE B



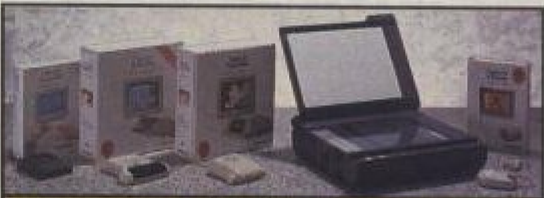
THE 1990 ATARI ST PRODUCT GUIDE

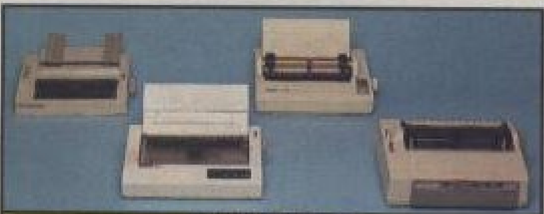
PERIPHERALS & ACCESSORIES

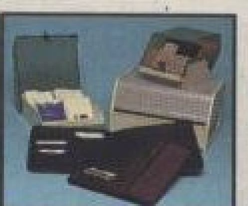

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Disk Boxes	Dust Covers	Joysticks
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Nick's PLAYING TIPS

We're all going on a summer holiday, no more working for a week or two. Fun and laugh... (that's enough of that, I may be off on my hols but I'll be damned if I'm going to have Cliff Richard on the stereo!). I bet you're thinking where does a person of my esteem go on holiday, aren't you? Florida? Italy? Zanti (where!)? Well no, in fact I'm going for a sunny week in Wales (woo!). The only trouble is having to get Betsy (the black Metro) over those Welsh hills. I suppose Julie, my travelling companion, will have to get out and push!
If you're on your holidays then I hope you've taken your Spectrum or SAM Coupé along with you. If not, you won't be able to try out the tips I've got in store for you. This issue is a little dominated by that new Freescape game, *Castle Master*, and why not? It's a terrific game, and now I've completed it (with help from the complete solution!) I can't wait for the next one. There are also some juicy cheats for you to use and tips on another great game, *A.M.C.*. You lucky people!

CASTLE MASTER
THE COMPLETE PLAYERS GUIDE

Another great *Freescape* game cracked. *Castle Master* has proved to be quite a challenge with many secret passages, evil spirits and confusing sections to be overcome. All this is nothing to the ultimate gaming team, *Jason Highfield* and *Graham Wilkin* of Bilston in the West Midlands, though. They've produced a comprehensive guide to playing the game for all CRASH readers to use.

They've not only sent in the complete solution, so all you do is cheat: they've given you the option of following a hint sheet that will give you a helping hand in the game and allow you to work out all the best bits yourself as well as the solution to the prince version. I know which one I'm going to choose!

What with all this help and a map of the main sections of the game, is there anybody out there who cannot complete it?

THE THINKER'S SOLUTION

First let's take a look at this poetry: it helps if you stand on your head in the corner of the room when reading, you'll need as much oxygen as you can get to have even a faint chance of deciphering the parts which hold the interesting information — and just in case you're still having problems here's some help...

'Now then the fools become ambitious
And one such who was overvicious
Decreed five caverns to be found
From living rock deep underground
With tunnels hewn from living rocks
And ten great keys for ten great locks
In ten great doors from room to room
That were secreted in the gloom'

Get the idea?!

Now we know we're looking for five underground caverns. It also happens the caverns have a block inside which limits your travel to one direction, it also happens each cavern has a key inside, although you may need to look around to find it! Each cavern is also guarded by a ghost, so you'll need to be quick with the old catapult! Use the map of the catacombs to find the stairs each time you need to get back up into the castle.

'Your royal sibling rots within
Imprisoned in one tower of four
Full banged to wrongs behind locked door'

Having found five of the keys you'll only need to find another five, and find them you must! Your twin is held captive behind a door in a room in which you'll need all ten keys to open the final door. You'll also have to pass a dragon to get into the final room — and as if you don't have enough to do, you need to have killed all of the spirits before you can kill the dragon! Now this is becoming somewhat interesting!

'That there are some simple rules
Designed to sort the wise from fools
In fact before you can begin
You must decide how to get in
And judge your way in depth and length
As well as ways to boost your strength
Use your ears and use your brain
And use your eyes for clues to gain
And if the ground begins to shake
It means a spirit is awake
Yet there will be no liberty
While one such spirit remains free'

I guess you can already get into the castle and you're aware you'll need to find ways of keeping up your strength, as well as killing as many spirits as you can as soon as you can to keep your spirit level down. But did you know there are 20 spirits in total: either ghosts, bats or mice and most rooms will have one in, but beware, one room have all three!

Keep your eyes open for the clues contained within the limericks which you'll find.

You'll also find three potions which can have useful effects as well as plenty of treasure hidden around the castle, however, you may have to look in some strange places to find all of the treasure.

You may need to refer to the levels maps for a guide to the names and locations of the rooms.

Remember to carefully look around while you're in a room and make sure you've found all there is to find!

And if all else fails then take a look at the following list of locations for keys, and where the keys are too, as well as the location and description of all of the spirits. You'll even find out where all the entrances to the caverns are!

Keys and Locations

1. To the wizard's hut - Can be found at the top of the well.
2. To the stairwell - Can be found on the table in the lobby.
3. To the stable - Can be found on top of the back of the chair in the wizard's hut.
4. To the high ledge - Can be found under the horse in the stable.
5. To the junk room - This is a fun key to get! It is on the top of the chapel, to get up there you must stand on the drawbridge and throw a rock up to close the bridge. Sit back and watch the fun! To get down you can fall or use rock travel (if you have found the potion).
6. To the King's solar - Can be found in cavern one, in the corner, on the floor.
7. To the guardroom - Can be found in cavern two.
8. To the dragon's lair - Can be found in cavern three.
9. To the spirit's abode - Can be found in cavern four, take a look above the centre block and to the right, you will need to get on top of the block and as close to the wall as you can to get the key.
10. To the dragon's hoard treasure chest - In cavern five.

Potions

Strength - Can be found in the STORE.
Rock travel - Is in the GUARDROOM.
Revitalisation - Is in cavern four.

Cavern Entry

1. From under the carpet in the Wizard's Hut.
2. From down the well.
3. From the open chest inside the Chapel.
4. From the bottom of the Hot Baths after the waters out.
5. From underneath the rock in the wilderness, you will need full strength to shift it though!

Limericks and Locations

Wizard's Hut -
A well placed rock
Is all you need
To make the drawbridge
Fall with speed
Lobby -
When you feel not sick
Look to liquid assets
Hospital -
When my face is drained I stare
down open mouthed
Great Hall -
Full strength maketh bold
Buth bolder maketh way
Library -
The pointed eye of heaven
Sees all once overlooked
Store -
The place of the word of the lord
Must be truly understood
Spirits Abode -
Would a sore throat from Greece
Free an emperor from Rome
When one is born every minute
Barracks -
A louse crawls faster
A mole crawls depper
But a worm crawls very well

High Ledge -
To stand on high ceremony
First leap off hinge and bracket

Spirits and Locations

Flag pole - Bat
Lobby - Ghost
Kitchen - Mouse
Hospital - Bat
Hot Baths - Bat
Great Hall - Ghost
Cavern 1 - Ghost
Cavern 2 - Ghost
Cavern 3 - Ghost
Cavern 4 - Ghost
Cavern 5 - Ghost
Ballroom - Ghost
Carpenters - Mouse
Spirits abode - Ghost, Bat and Mouse
Barracks - Bat
Kings solar - Mouse
Junk Room - Ghost
Magister - Ghost

THE STEP BY STEP SOLUTION
Prince Version

You begin this adventure standing in the WILDERNESS outside CASTLE ETERNITY. Walk towards the drawbridge and throw a rock at the block on the wall, this opens the drawbridge so you may enter the castle, but beware of standing too close when the bridge falls! On entry to the castle you find you're in the COURTYARD: look up to the top of the tower and throw a rock at the flag, this brings out a spirit which can be killed with another rock, after which you should now enter the SMITHY. Inside you should collect the food on the shelf and then crawl under the shelf and collect the treasure — exit the Smithy and walk over to the well. Look down at the water, be careful not to fall in and collect the key to the Wizard's Hut. Next enter the LOBBY. Throw a rock at the spirit to kill it so you can collect the key off the table. Use the key to open the locked door to the STAIRWELL. You should then take the other door in the Lobby into the KITCHEN.

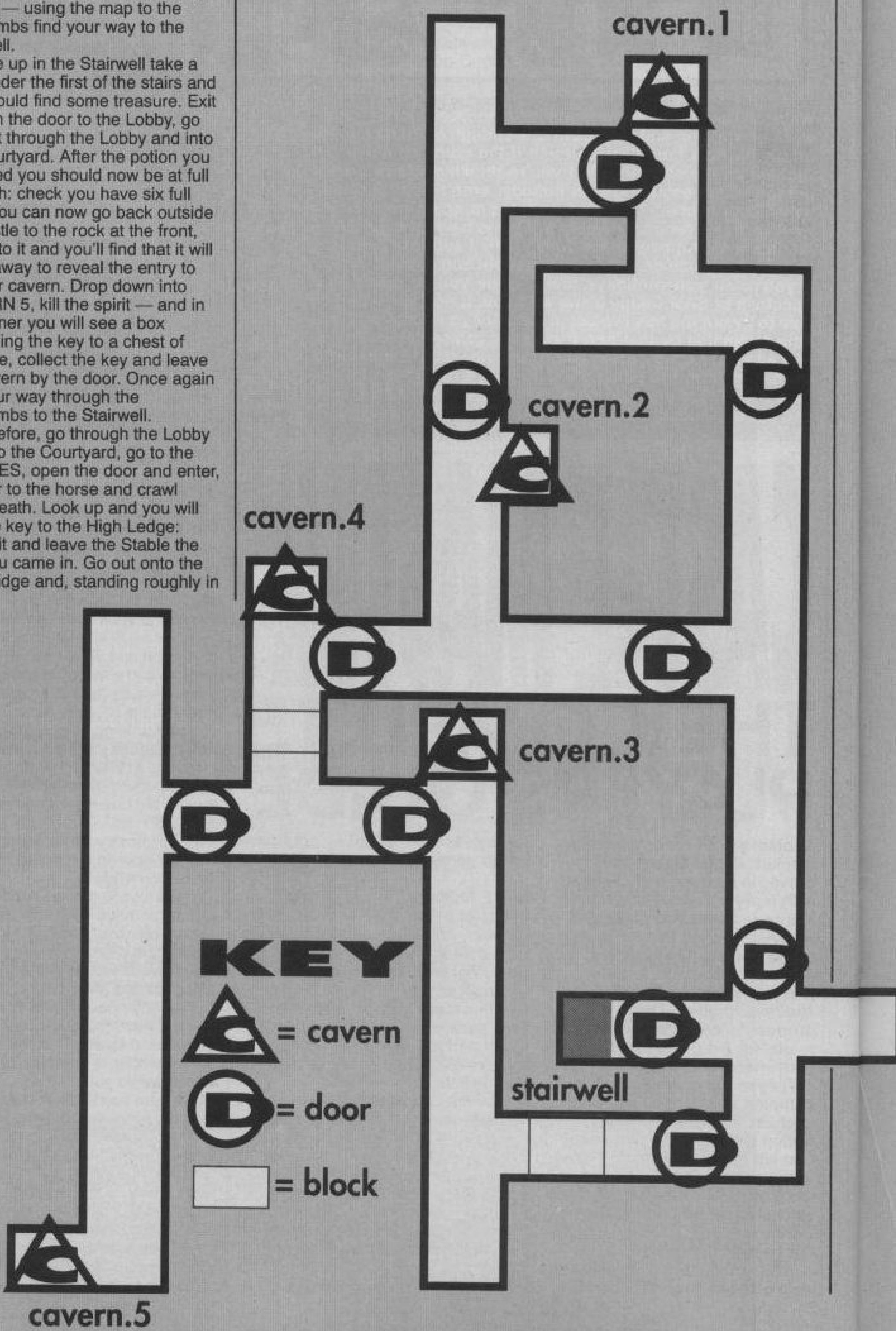
Come, come, you should know the drill by now! Throw a rock at the spirit, collect the food available and then look for any treasure. Take the door to the passage and go down into the GREAT HALL, hit the spirit and collect the food, then leave by the opposite. Walk down the passage and enter the HOT BATHS, take care of the spirit and then go around to the switch, activate the lever and the baths should empty. Walk to the opposite door to the one you entered and exit out to the Courtyard.

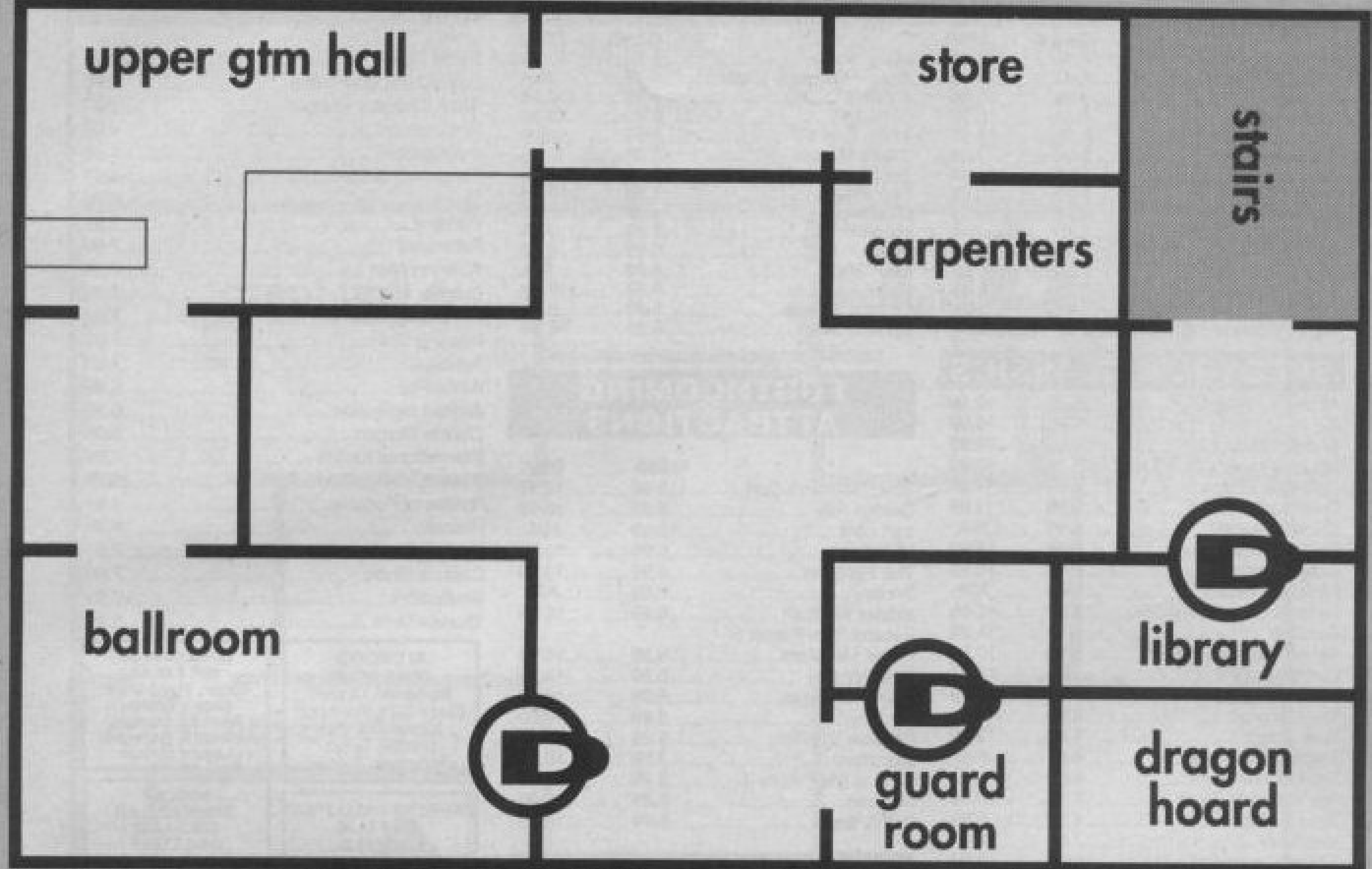
Exit the castle and make your way around the back to the WIZARD'S HUT. Open the door and enter, collect the food on the table before crawling onto the chair and then the table. Turn to face the chair and look at the top of the backrest, if you're tall enough you'll see the key: collect it and walk off the table, action the rug on the floor to reveal the entrance to your first cavern — fall through into CAVERN 1. Deal with the spirit and collect the potion: you'll notice your strength is being revitalised as you continue. Turn round to face the door and look in the corner to your right: you should find the key to the King's Solar. Collect the key and leave the cavern — using the map to the catacombs find your way to the Stairwell.

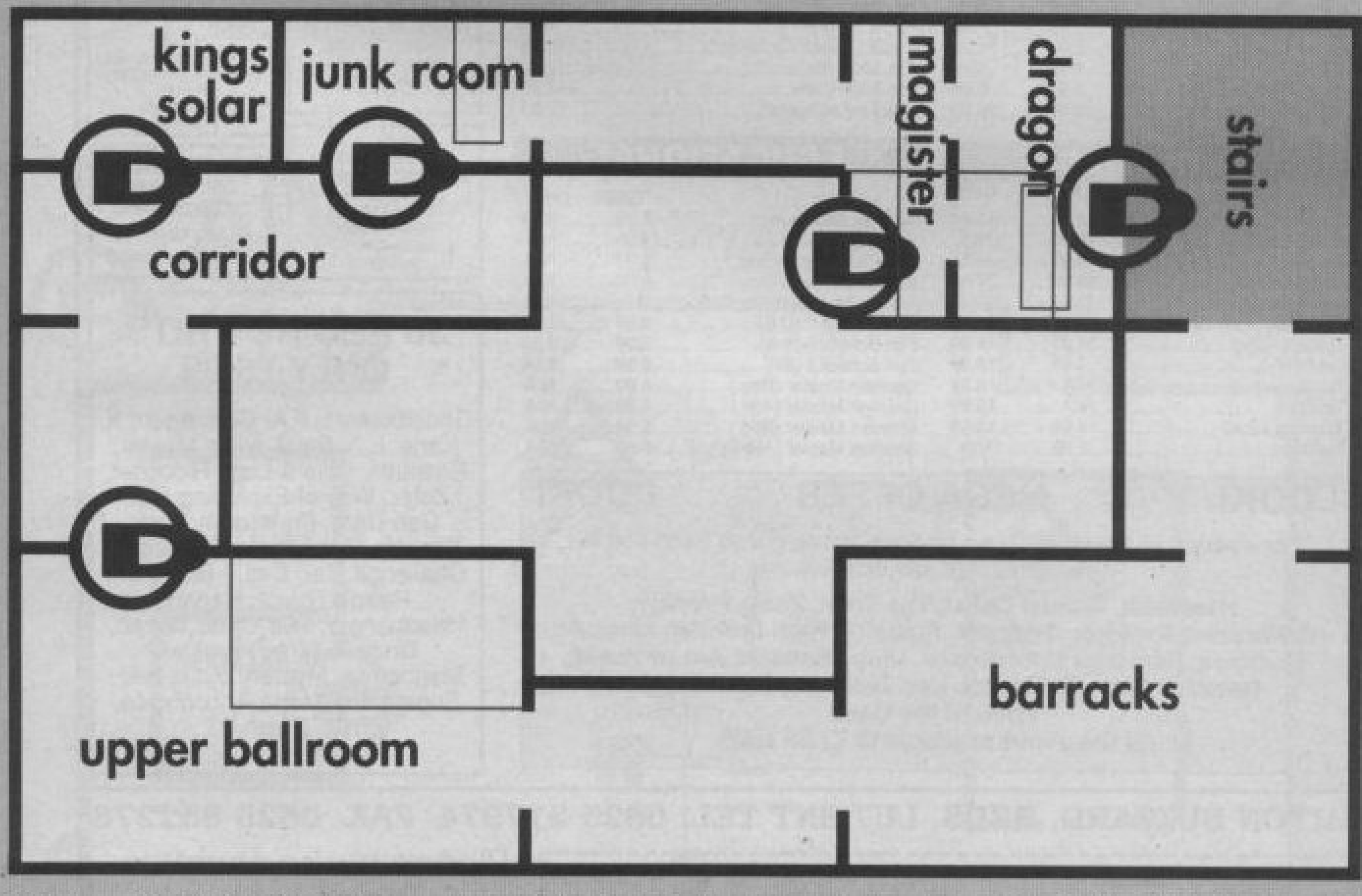
Once up in the Stairwell take a look under the first of the stairs and you should find some treasure. Exit through the door to the Lobby, go straight through the Lobby and into the Courtyard. After the potion you collected you should now be at full strength: check you have six full bars. You can now go back outside the castle to the rock at the front, walk into it and you'll find that it will move away to reveal the entry to another cavern. Drop down into CAVERN 5, kill the spirit — and in the corner you will see a box containing the key to a chest of treasure, collect the key and leave the cavern by the door. Once again find your way through the catacombs to the Stairwell.

As before, go through the Lobby and into the Courtyard, go to the STABLES, open the door and enter, go over to the horse and crawl underneath. Look up and you will see the key to the High Ledge: collect it and leave the Stable the way you came in. Go out onto the drawbridge and, standing roughly in the middle, look up at the switch and throw a rock at it. Now that is what I call fun! You've just closed the drawbridge and catapulted yourself up onto the top of the Chapel. You'll find a key up there to the Junk Room: collect it and get back down onto the ground of the Courtyard. Oh come now, if in doubt fall!

Go to the South-West tower and enter the HOT BATHS: this time you'll need to go down the steps into the empty pool and go over to the right hand corner. You should find the entrance to your third







cavern — crawl through and you should drop down into CAVERN 4. Take care of the spirit and collect the food on the floor. The next bit is a little tricky: you need to get on top of the wall in front of the doorway and face to the right. Now if you look up you should see another key: get as close to the wall as possible to collect it. Again, leave the cavern and find your way around to the Stairwell. Go through the door to the Lobby, take the door on your right into the KITCHEN, go over to the fireplace and walking between the poker and the pot, go into the LARDER. Collect all the food you can find and leave the Larder by the way you came, and go through the Kitchen and Lobby to the Courtyard.

Walk over to the well, crawl up onto the wall and drop down the well into CAVERN 2 — knock out the spirit, collect the treasure from the front of the box and key off the top: after that you can leave the cavern and find your way around to the stairs. Take the door to the Lobby and walk through into the Courtyard, cross the Courtyard and enter the CHAPEL. Walk to the far end and turn left: you should see a block with an entrance to the fifth cavern. Crawl through and drop down into CAVERN 3. Kill the spirit and collect the key from the back wall — before leaving the cavern you can congratulate yourself: you should now be in posession of all of the ten keys. Exit the cavern and go around the catacombs to the Stairwell.

Walk up the stairs and enter the first door you come to, go down the passage and into the HOSPITAL. Kill the spirit and leave the way you came. Go back to the Stairwell and continue up the stairs to the next door. Go down the passage and this time you should be in the LIBRARY. Go to the book on the left of the middle shelf and action it: a door appears, on your left, to the DRAGON'S HOARD. Enter the room and open the treasure chest with your key; action the chest 12 times if you want to collect all of the treasure. Re-trace your steps all of the way back to the Stairwell.

Continue along the stairs to the next door and enter the CARPENTER'S, sort out the spirit on the floor and climb onto the chair to get the food on the shelf. Get down and go through the opposite door to the one you entered into the STORE. Go to the table and action the potion bottle as many times as you need to bring your strength up to the maximum six bars. Once again leave the room by the opposite door to the one you came in by and go down the passage. Enter the upper level of the GREAT HALL and walk around on the ledge, under the block, and through the far door. Go down the passage and enter the BALLROOM.

Get the spirit and cross the room to the opposite door, open it and enter the passage. Go down the passage and enter the GUARD ROOM. Action the potion, and you'll now have a neat ability called rock travel! Open the door and enter the SPIRITS' ABODE — you'll have three spirits to deal with in here! When that's done you can collect the food on the shelf and make your way back to the Stairwell, through the Guardroom, passage, Ballroom, passage, Great Hall, passage, Store and Carpenter's. If you find your strength is a little low on your way back you can always top up on the potion in the Store.

Once back in the Stairwell continue upstairs to the next door and go down the passage and enter the BARRACKS. Stone the spirit and go through the far door, the one that is open, and on down the passage into the Ballroom. As you walk around the ledge you can collect the food. The door at the far end will appear as you get near it, go through it and down the passage: enter the CORRIDOR.

Open the left hand door and enter the KING'S SOLAR, sort out the spirit and then go back out to the Corridor. Open the other door and enter the JUNK ROOM. Bump off the spirit, get onto the chair and look on top of the shelf, collect the treasure, get down and take a look behind the block in the corner of the room. Go behind the block and through into the passage. Go down it and into MAGISTER, get the spirit, leave the room the way you came in, go back through the Junk Room, Corridor, passage, Ballroom, passage and the barracks until you are back in the Stairwell.

Be careful as you continue around the stairway, watch your step at the thin patch, and continue to the last door. Open it and take a deep breath — enter the ▶

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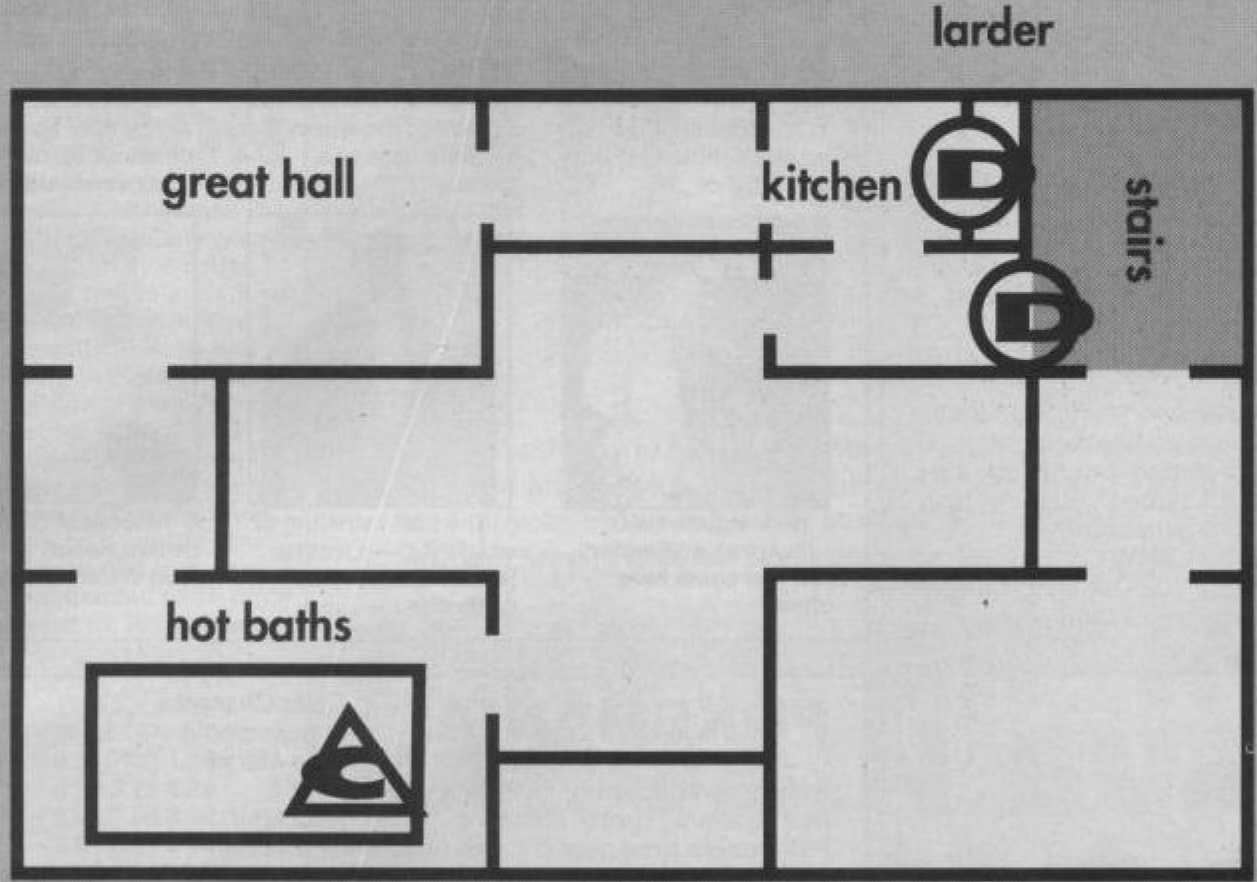
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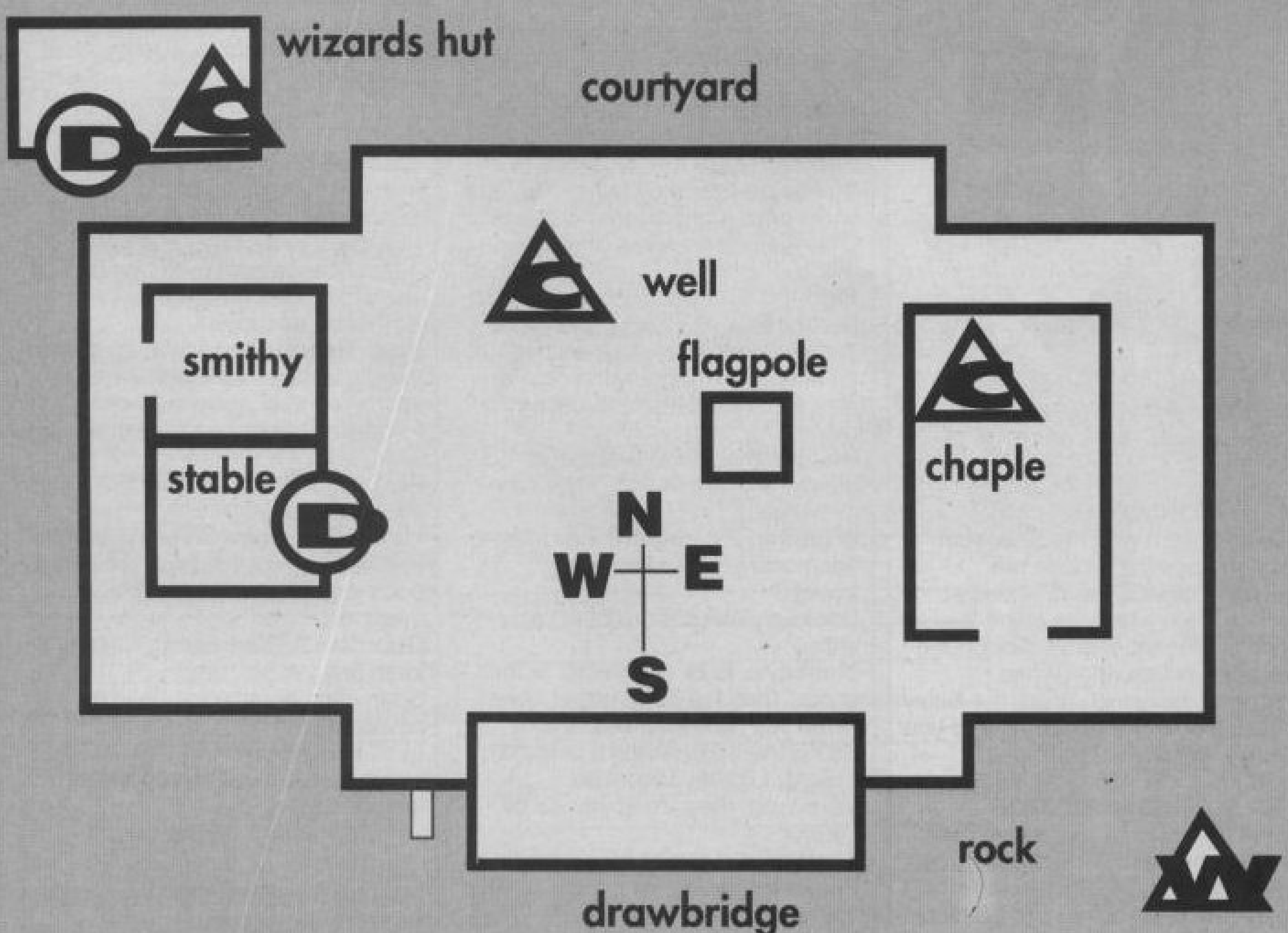
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DRAGON'S LAIR, get in front of it and throw rocks between its eyes. Keep throwing rocks until you kill the beast. When you have you'll be able to go through the left hand door into Magister, turn left and action the switch on the wall, go to the far wall and action the other switch — and the low wall will disappear.

You can now put your cursor on the lock of the door and action it: as you have all ten keys the door should open. You can now enter CAPTIVE, the final room, and this also finishes the game!

Phew! Another game completed, but *Castle Master* has two versions, a Prince and a Princess one (no sexism here). *Lawrence Pycock* has sent in the differences in the Princess solution.

This game is exactly the same as the Prince version except...

* In the Hot Baths there is a block which falls over to provide the stairway if you action it.
* The block in the main hall is too big. The only solution is to go through the already open door in the Barracks, follow the path around on the high ledge in the ballroom, shoot the ghost and get the cheese, drop down and bingo! When you go back around into the Main Hall, drop down again, go to the kitchen and into the Larder, behind the cauldron and poker, to top up your energy.

AMC

I absolutely loved this game. I spent hours blasting away at the nasty things that attack you just so that I could see more of the colourful graphics. Conor Traynor **of Clontarf, Dublin obviously couldn't get enough either, because here are his tips to help all those who are pathetic at it (not like us, eh Conor?).**

Assault Troops: These are very simple. They take one shot, but keep moving while you shoot them or you'll waste time — if you're going down a hill and one is coming towards you you can jump him.

Killer Worms: Jump them: it's easier than shooting them unless you have the triple shot. If an assault trooper and killer worm come together, shoot first then jump.

X.A.I.R.O.S.: These usually hang around platformed areas. They take two shots mostly. If there's one directly above you, fire straight up at it twice.

Great Lasarro: A big green monster that lives in a hole (the technical name!). To kill him, step back from the hole and throw in four grenades. He should pop up briefly. Now you can jump the hole.

Vicious Beings: Very simple. If you have triple shot just shoot. If you haven't, kneel down and fire.

Plants: To stop them nibbling your ankles, jump them. There are plants under the first tree in zone 1, to your right when you fall off the first platform on zone 2 and under the first tree in zone 3.

Throwing Troops: They usualy take two shots, but they're very dangerous. Fortunately, they only last a while.

A-34 Walkers: Shoot up—right at the head, and then at the legs. If you don't have triple shot or T.E.D. you're just about doomed (thats no help - NR!).

Alien Soldiers: Be extremely careful as some turn into purple ▶

monsters. If one does, immediately run back so it won't kill you. Then go forward (when you've recovered from the shock) and shoot it in the head (up-right).
Krauer: End of part one baddie: as soon as you see him, run back as far as the water. He'll follow you, but not all the way. You can now shoot him, but without fear of being bonked (excuse me!) on the head by his mace. Be careful of the T.E.D., he fires when you knock off his head.
The password to part 2 is DAGOBAH.

IMPOSSAMOLE

Here are some tips for all you rodent fans out there. John Nattrass **of Carlisle, king of *Impossamole*, has sent these in to help you along in the game.**

Level 1
Skeletons: These take different numbers of shots and kicks.
Miners: Take five shots of everything, when killed they leave behind coins for you to pick up.
Rats: Two or three kicks to kill these.
Frogs: Frogs cannot be destroyed so be very careful when one is around.
Spikes: These fall from the sky and are destroyed when they hit the floor: all you have to do is walk under them and quickly move out of the way.
Mine Carts: You can ride on the ones without coal in them, but watch out as they can run you over.
Guardian 1 (Worm): Kick or fire at him until he gets destroyed.
Level 2
China Men: Take six shots or kicks, and they give you coins.
China Boys: Take one shot or three kicks.
Photographers: These cannot be destroyed, they just fire at you.
Sumos: There are two kinds of Sumos, yellow ones fall on you and white ones jump along the ground. Give them three kicks to get rid of them.
Fighting Sumos: These cannot be destroyed.
Televisions: They walk around not firing or bothering anyone really: give them eight shots to destroy them.
Ninjas: These walk along the ground and fire at you. They take two shots.
Guardian 2 (Dragon): Just keep firing until you destroy him.
Level 3
Snakes: Take four kicks or two shots.
Monkeys: Take eight kicks or four shots. They fall down out of trees when you go underneath them. Killing them will reveal a coin.
Lizard: Lizards cannot be destroyed, they fire at you so be careful.
Plants: Take two shots or two kicks.
Flicking Plants: Take eight kicks or four shots.
Bushes: Cannot be destroyed, they just run along the ground.
Stone Blocks: Fall from the roof and are easy to dodge.
Guardian 3 (Tree): Just fire at his face until he gets popped!
Level 4
Abominable Snowman: Give him three kicks or three shots.
Snowballs: These cannot be destroyed so jump over them or just avoid them.
Trolls: Five kicks or five shots.
Sledges: Two shots: treat them like trolls, but they do not fire.
Piranhas: There are two kinds of piranhas, white ones and green ones. The green ones jump up and the white ones go around. They cannot be destroyed.
Polar Bears: These take 15 shots, three bombs or 12 kicks. When destroyed they give you a coin.
Penguins: Take one shot or one kick.
Eskimos: These take six kicks and three bombs.
Ice Blocks: Same as stone blocks.
Icicles: Same as spikes, but these don't explode, so you walk under them.
Guardian 4 (Icecream): You just keep firing at his head.
Soup cans are used to build up the power of your guns, worms are used to build up energy (yuk!) and watches make your weapon last longer.

Phew! I thought I'd never get the tips finished in time this issue, I'm a bit rushed for time. Please keep sending in all your tips, cheats and maps to the usual address... NEWSFIELD, NICK 'NICKED' ROBERTS, PLAYING TIPS, CRASH, LUDLOW, SHROPSHIRE, SY8 1JW.

DJ NICKO THROUGH HISTORY


1. Aw! The little lad arrives for his first day at the office...

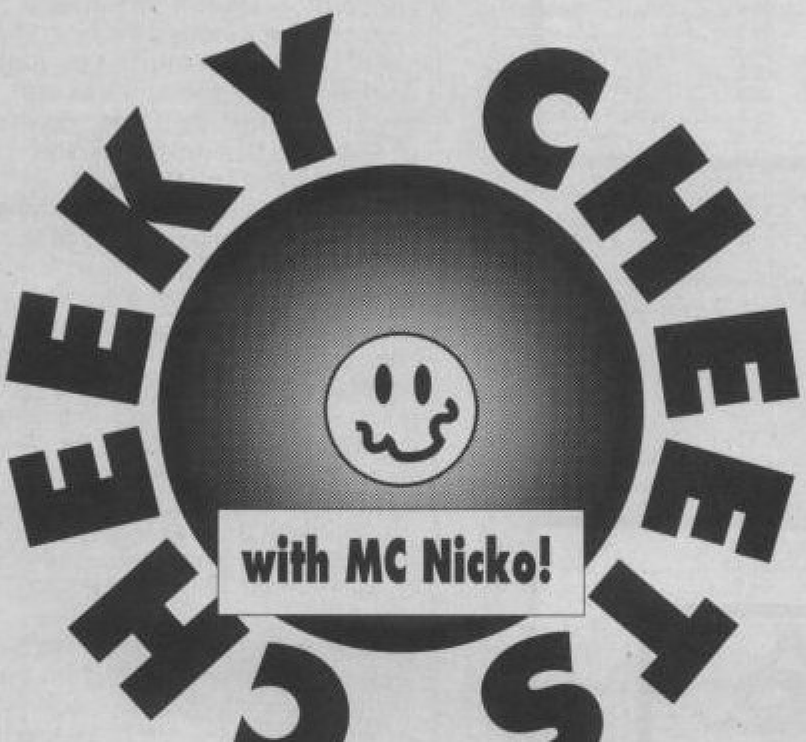

2. Slowly, the wacky lad became fond of a frolic...


3. The cool shades phase: 'Choor!'s discovered women!'


4. Nick experiments with cross-pollination: 'Do you come here often?'


5. The first twinkling of cruciality — a leather jacket! Shame it's a girlie one...


6. Whoooaa! Sex stud!! Girlies swoon at his feet! Watch out Jase!!



PIPEMANIA
The eight passwords for the game are: Level 5: Disc; Level 9: Nail; Level 13: Once; Level 17: Rope; Level 21: Pens; Level 25: Slip; Level 29: Each; Level 33: Rise.
(Kevin Whitley)

P47 THUNDERBOLT
When you get on the high score table, type your name in as 'ZEBEDEE' for infinite lives.
(Chistopher Rodgers)

TWIN TURBO V8
When you get the end screen loading picture with the car and all the snazzy music, just press the SPACE BAR then type UNIVERSAL PEACE, this will give you infinite lives.
(Chrissy boy again!)

FIGHTER BOMBER
The inlay card with the Spectrum version does not include the following keys: C=chaff released, F=flare. Also when the plane is approaching an enemy, flick on the weapons option, then when weapons are armed press the S key to lock them onto the target and you can fire at will.

PRO BOXING SIMULATOR
When the round starts, move over to the right of the screen and throw a few body blows. You should punch the bloke a few times which makes him well mad, and he comes stomping up to you and throws a few punches. Immediately start to slam the uppercuts into his chin (you can throw a few knees when the ref is not looking) and you should easily make the knock out.
(Mark Newton and his mate)

POKEMANIA!

Save yourself typing in Pokes — use Graham 'Turbo' Mason's Pokemania program! It's like tips on tape! Pokemania is the final program on side B of the Powertape. And this month Turbo serves up powerful pokes for...

Delta Charge!
Impossamole
Pipe Mania
P 47
Knockout
Crackdown
Laser War
Spi Droid

More hacks next month!

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66 Four fat games! Quondam (Ocean)! One Man And His Droid (Mastertronic)! Robot Messiah (Alphabatim)! Whole New Ball Game (Pete Cooke)! INSIDE: Fab Batman poster! Licence To Kill checked out! Batman story! Plus heaps of tips!

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68 Four freaky games! Rockman (Mastertronic)! Temple of Vran (Incentive)! SuperSleuth (Gremlin)! Sceptre Of Bagdad (Atlantis)! INSIDE: Tusker's hunt for the Elephants' Graveyard! Tips and a Rick Dangerous Map special!!

69 Four flippy games on tape!! Super Soccer (Ocean), Zanthrax (Powertape), Delta Wing (Mastertronic), The Final Mission (Incentive)!! INSIDE: System 3's new duo! The Defender Light Gun explored! Plus all the action and heaps of tips!

70 Four fun games on tape! Pogo (Ocean)! Sam Stoat (Gremlin)! Chiller (Mastertronic), Action Farce II (Powertape)! INSIDE: Arcade action! Comix! Football poster! More Rick Dangerous mapped!

71 Six smashing games on tape! Cosmic Wartoad (Ocean) Super Stuntman (CodeMasters)! Incredible Shrinking Fireman (Mastertronic)! Locomotion (Mastertronic)! Deja Vu (Powertape)! HyperLane (PowerTape)! INSIDE: CD on the Speccy preview interview! Mel Croucher checks out the SAM Coupé and tells us about writing a manual! Tips, Jetman and loads more!!

72 Five fantastic games on tape!! Split Personalities (Domark)! Dizzy II Special CRASH Edition (CodeMasters)! Winter Wonderland (Incentive)! Action Biker (Mastertronic)! Stars & Stripes (PowerTape)! INSIDE: Bo Jangeborg interview! Dizzy — are the Oliver Twins completely potty?! Plus tips, reviews and loads more!

73 Four fab games on tape!! Eskimo Eddie (Ocean)! Apache Gold (Incentive)! Jason's Gem (Mastertronic)! Egghead (Powertape)! Plus Pokemania! INSIDE: Speccy CD system tested! Arcades! All the games and action in Live Circuit!!

74 Four frog-like games on tape!! Gilligan's Gold (Ocean)! 1985 (Mastertronic)! Karyssia — Part I (Incentive)! Mission Fallout (PowerTape)! INSIDE: The Sam Coupé — the complete guide to the super Speccy — four page special!!

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76 Four flappy games on tape!! Scuba Dive (Elite)! Nuclear Countdown (Atlantis)! Karyssia Pt III (Incentive)! Surface Tension (Powertape)! INSIDE: Adventure special — what are adventure games all about?! Arcade action! Pick of the post with the SAM Forum! Nicko's tips and heaps more!

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NIGHT HUNTER

A CRASH Smash

UbiSoft
■ £9.99/£14.99 ■

A vampire, as we all know, is an undead creature that preys on the living. Until recently mankind has been saved by several holy medallions and the tireless work of Professor Van Helsing — but now the most feared vampire of all, Count Dracula, is after the medallions. And here's the twist:in most games you play the hero, but not so here. You are Dracula, and you also have the ability to change into a bat or a werewolf. It's as Dracula you can do the most damage though — suck the blood of Vàn Helsing's minions as they chase you round your castle (slurp)!

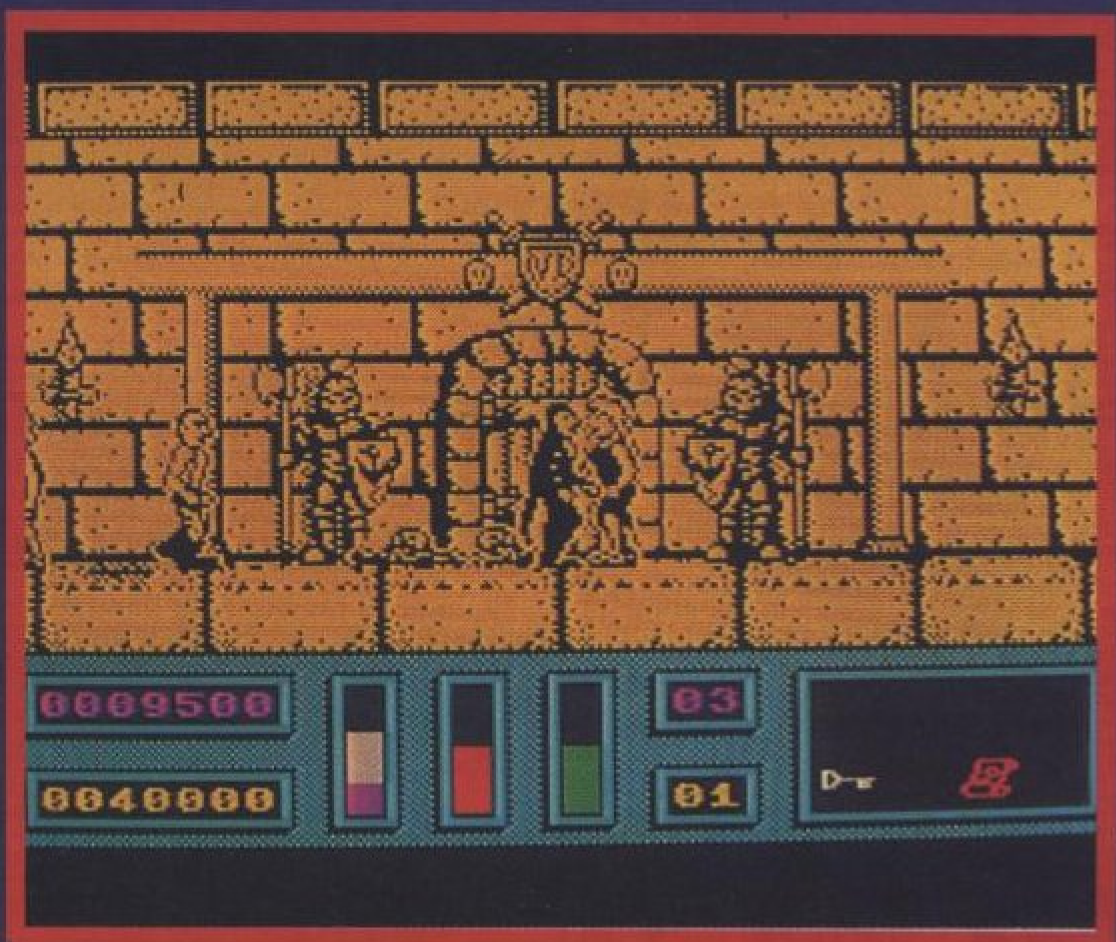
Throughout the different levels of the game you must collect eight objects including a scroll, a bottle, a cross and five keys in order to escape. Van Helsing's minions chase and try to kill you using a crucifix or stake, unless you're a wolfie when they fire silver bullets. With every hit your energy bar goes down, but catching a human and biting him in the neck is very nourishing. When you've found all the necessary objects you come face to face with Van Helsing as a final end of level foe — and he's difficult to kill. Seeing as how Dracula never wins in the horror movies, it's about time you changed all that!

NICK Woooo! Creepy stuff this! It's full of vampires, werewolves and witches. A bit like walking around Ludlow at midnight! I really like *Night Hunter*. Though the graphics are all yellow monochrome, it's a ruddy good game and incredibly addictive! Starting off as a vampire with a quest to collect all the keys and scrolls from each level, you have the option to change into either a werewolf or bat to help you through the game. Start in the castle and progress through towns, other buildings, graveyards etc: each location is highly detailed, and the people chasing you are varied enough to keep you on your toes. Especially the blokes with stakes ready to plunge through your heart (ouch!).

Night Hunter is simply a must for all fans of addiction. Miss this and you won't sleep easy in your bed. Come to think of it, play this and you still won't be sleeping easy!!

93%





As a fan of Christopher Lee and Peter Cushing Hammer horror films I've always wondered what it's like to play the bad guy.. Well, *Night Hunter* from Ubisoft is the perfect chance! Wander around spooky castles and bite the necks of beautiful maidens! *Night Hunter* is great fun to play, but only after dark.

MARK 90%

Do the Transylvania Twist with this — good enough to sink your teeth into!

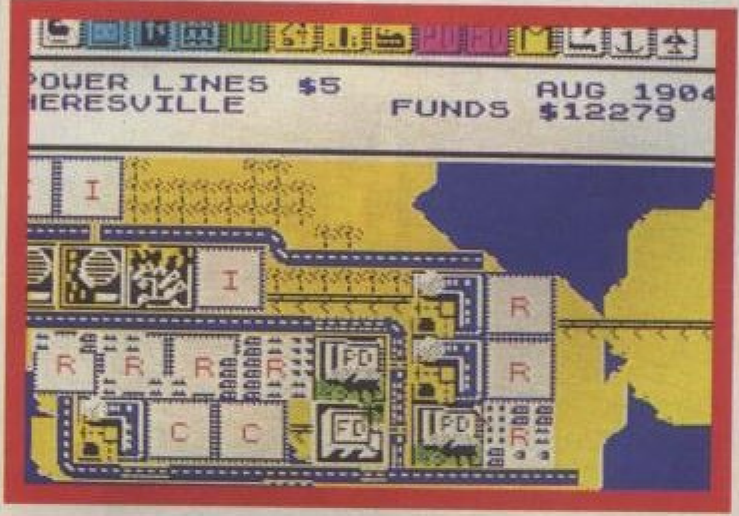
RATING

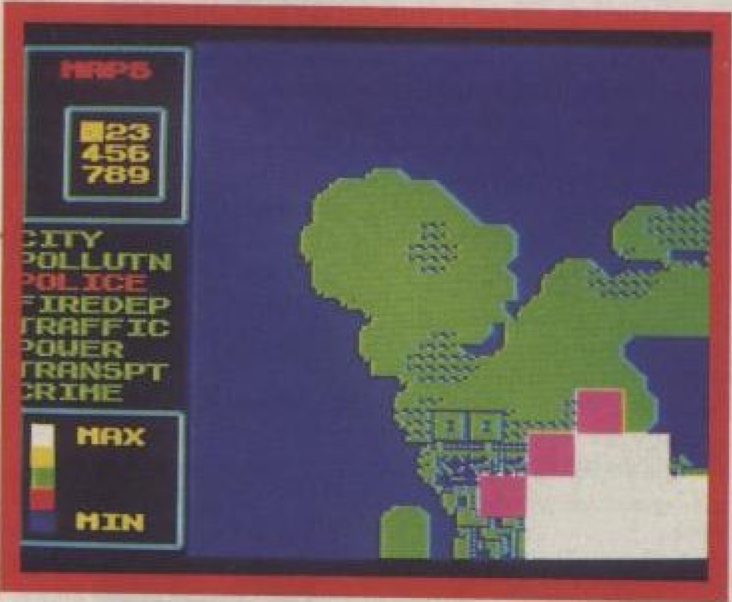
PRESENTATION	87%
GRAPHICS	85%
SOUND	75%
PLAYABILITY	90%
ADDICTIVITY	92%
OVERALL	**91%**



SIM CITY

Infogrames
■ £9.99/£14.99 ■





NICK *Sim City* is a strange game. No blood, no guns, no spaceships. Just roads, power lines and industrial zones! The idea is to create yourself a city by positioning residential areas, giving the people roads and railways and connecting it all up to a power station so they can watch Neighbours and make themselves cups of tea. The computer controls what the people get up to and how they think, you just have to keep them happy. You have a fixed budget to spend at the start and can collect more money by taxing the people who come to live in your city.

This all sounds great fun, doesn't it? Sim City may not appeal to you when at first sight, but when you've played the game for a while you soon get into the swing of things.

If you get really good at the game and make pots of cash, you can go for the luxury items of a city like stadiums and airports. The best fun I had was bringing down disasters on the people of Nickscity (highly original name). A nice flood and earthquake usually does the trick! *Sim City* is totally unappealing to begin with but excruciatingly addictive when you've played a couple of games.

80%

A carbuncle on the face of civilisation some architecture may be, but let's see you do better, matey. In *Sim City* you have the chance to become city planner and mayor: in other words you can build your ideal city but you're responsible for the welfare of the inhabitants.

You have to start from scratch, with only a bleak continent to work with. Along the top of the screen are fourteen icons to build the city with, these include residential, commercial and industrial zones, stadiums, airports and power plants. Decide where to place each icon, link each zone with power lines and off you go.

Building isn't your only concern, above the build icons are menus accessed by clicking on the fire button. Here tax rates can be set, and you can check how popular you are with the citizens; a number of man-made and natural disasters can be created to keep you on your toes, and maps of the city can be called up to verify progress. The citizens are an impatient bunch and moan regularly about anything and everything. Taxes are usually the worst topic: set them high and you receive more money though fewer people actually pay, set them low and more people pay but less dosh is collected.

Oh, and don't forget the police and fire departments - they need funds!No funds and crime rate soars, or a small fire could soon turn your city into a smouldering heap! *Sim City* is very addictive. Although the scrolling is jerky and the sprites are simplistic, the strategy element will force you to burn the midnight oil.

MARK 87%

A fun, and surprisingly addictive, way of being jolly powerful and important!

RATING	
PRESENTATION	80%
GRAPHICS	74%
SOUND	55%
PLAYABILITY	85%
ADDICTIVITY	90%
OVERALL	**83%**



INTERNATIONAL CRICKET MANAGER

Psychaedelic Hedgehog Software
■ £9.99 ■

This makes a change from all the footy games around at the moment. You control the England cricket team and as manager guide them through a typical season (what? Lots of rain and not winning? —Ed). The options come first: choose to play match, list team, scout for new players, arrange transfers or get manager details. When all options are set you choose to play a friendly match or participate in test matches.

Right, to the sound of beer cans being rythmically smashed together, pick a country to battle with. There are seven to choose from, Australia, India, Pakistan, New Zealand, Sri Lanka, West Indies and Canada. Once you've chosen who to play the pitch is displayed with your fielders spread out in formation. When batting, a face on view of the batter is shown, and by moving the joystick or pressing the appropriate key at the right time the bat connects with the ball.

When fielding you're shown the birds eye view of the pitch with the trajectory of the ball being charted when thrown. At the end of the match you're informed of the score and given the chance to carry on the next.

NICK There are so many different managerial games around you must be spoilt for choice if you're out to buy one! The newest on the list is... (fanfare please) *International Cricket Manager*! If you're one of the people who has sat watching the box, wishing England would do better at the sport, this is the game for you. Everyone must know what managerial games are like: long lists of players and options, hardly any graphics or sound... *I.C.M.* is just like that. There is an attempt to spice up the game with graphics, but there's nothing to shout about. All the options are here for the hardened cricket fan, but if cricket isn't your game steer clear.

47%

I can't say International Cicket Manager exactly my cup of tea. Graphically the game is, perhaps understandably, rather simplistic, though the amount of opÜions available is very commendable. Mind you, this can lead to a ong-winded session, but cricket fans who prefer using their brain than their brawn should take a look.

MARK 50%

Lacklustre cricket with appeal to manager fans only

RATING	
PRESENTATION	46%
GRAPHICS	39%
SOUND	35%
PLAYABILITY	46%
ADDICTIVITY	34%
OVERALL	**46%**


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EMPIRE
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KENNY DALGLISH SOCCER MATCH

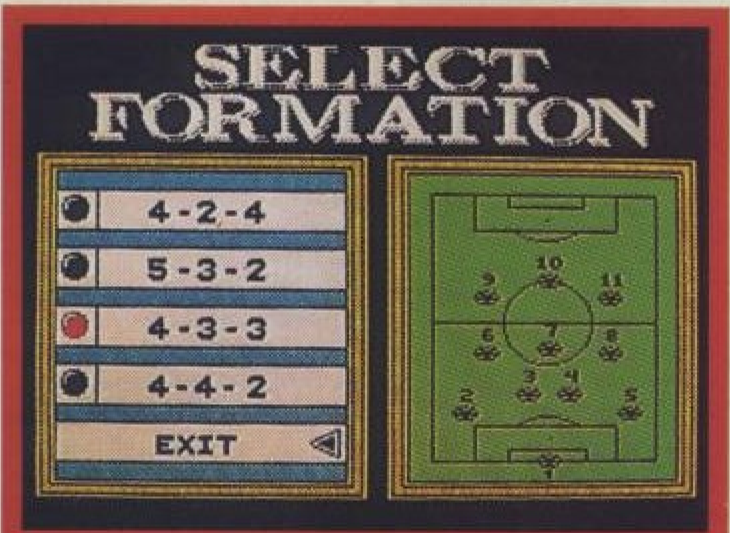
Impressions
■ **£9.99/£14.99** ■

This isn't a World Cup game, but there's plenty of soccer action and our mate Ken pops up now and again in his managerial capacity to offer advice. Sadly Ken's advice is of little use. You start the game by choosing the number of teams playing (1-4), the game speed (normal or fast), the name of the teams participating, the skill level (1-9) and finally the game length. 10, 20, 40 or 90 minutes are on offer — and you're advised go for the 10 minute option!

You're then whisked to the pitch where your players (and the opposition) stand waiting for the whistle. The game is seen a side-on with the players moving from left to right. As with most footy games the controlled player is highlighted by an arrow. The computer picks the player nearest the ball, and this very often causes much frustration when an opposing player moves off screen and the computer takes several seconds to decide which players you should take control of! Aaargh!

Kenny Dalglish Soccer Match didn't impress me in the least, the stupid comments made by Kenny at the start and end of the game are only matched by the useless players. They all resemble pot bellied dwarves who wander to the side of the pitch when not watched closely. And as for the ball! Most of the time it simply trails behind the player in control. Even when it seemed some control was gained the player regularly lost the ball for no readily apparent reason. Take my advice, save your money and stick to watching The Manageress on TV.

MARK 40%



NICK I've just about had enough of football. And now to add insult to injury *Kenny Dalglish Soccer Match* is here. Twentytwo deformed hunchbacks hobble around a green expanse of play area with no apparent purpose. With the likes of *Matchday II* I'd thought the days of computer players standing in a corner with dubious intent was past, but this game reintroduces that nasty 'feature'. And as for Kenny appearing throughout the game with his useless advise, give me *Matchday II* anytime.

44%

Ignore Kenny's advice, take ours: avoid this disappointing football game.

RATING	
PRESENTATION	45%
GRAPHICS	48%
SOUND	35%
PLAYABILITY	48%
ADDICTIVITY	44%
OVERALL	**42%**

ADIDAS CHAMPIONSHIP FOOTBALL

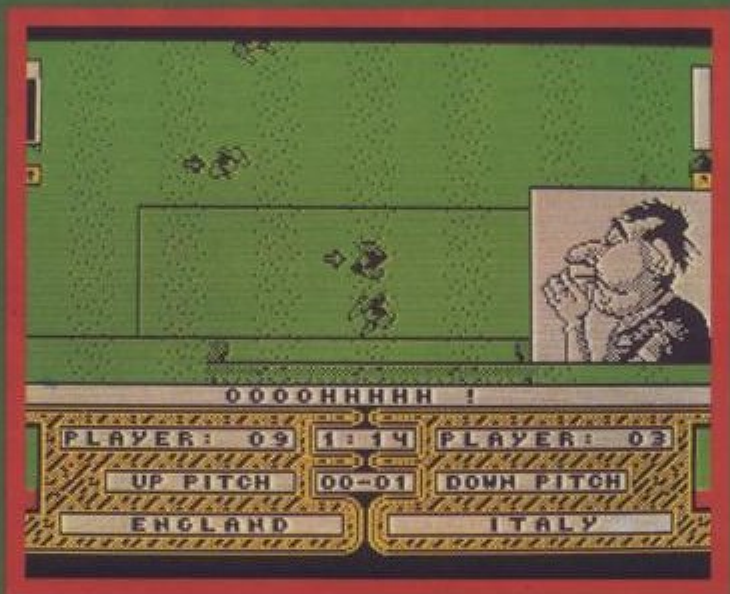
Ocean
■ **£9.99/£14.99** ■

Adidas Championship Football is a knockout competition between 24 countries, and one of the best footy games around. It kicks off (ho, ho) with you choosing a one or two player game and a country to represent. Following a draw to determine who plays who, the computer randomly selects four teams for each of the six groups.

Each match is made up of two halves, with team formation, the length of match (2, 4, or 8 minutes), music on/off etc options to fiddle around with. Depending on the fall of a coin you play either up or down the pitch. The controlled player is marked, as in most (if not all) footy games, with an arrow, and when in possession of the ball a power meter controls the force with which the ball is kicked (hold down the fire button for more power).

Be careful when tackling an opponent, the ref is very fond of handing out the yellow and red cards. In one game I played three of the opposition's players were sent off (I wonder if some of them were Cameroon players in disguise). The pitch is viewed from above so all you see of the players is their heads, but character animation is good. If the World Cup hooha hasn't made you nauseous give this one a go.

MARK 80%





NICK It's not very often I get a football game I actually like. But this one did appeal to me. *Adidas Championship Football* is excellently presented. It's been ages since I've seen a game with so many animated logos and special screen effects: this kind of presentation injects a special quality. Ocean is definitely improving on this front. Presentation isn't everything of course, the game has to be playable to make it successful. Unfortunately when you get to the football it isn't that good. All the players look the same, the one you're controlling is supposed to have an arrow to show you where you are — the funny thing is all players on the computer team also have an arrow! The confusion this causes spoils things. I just couldn't get the hang of it and keep possession of the ball. The score at the end of one of my matches was England 1 Italy 10 (me playing En-ger-land)! Thankfully England didn't lose this badly in the real thing (well done lads, you did us proud!).

Adidas Championship Football is a well presented game that could have been a bit better on the football side. Well worth a look.

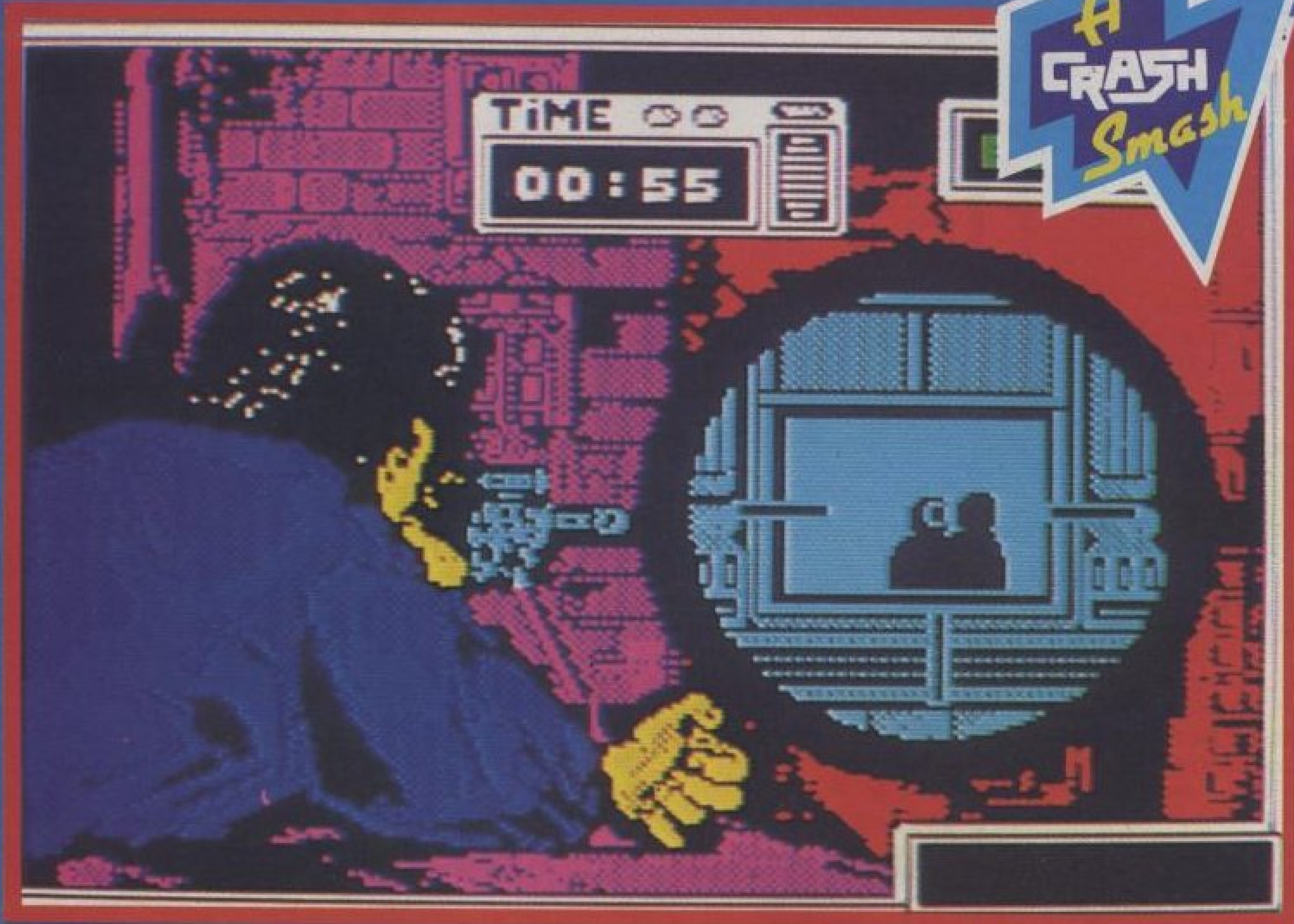
85%

Well presented and playable football: bit late for the World Cup fever.

RATING	
PRESENTATION	86%
GRAPHICS	80%
SOUND	82%
PLAYABILITY	84%
ADDICTIVITY	80%
OVERALL	**83%**

HOSTAGES

NICK *Hostages* is a brilliant game. It has outstanding graphics, sound and playability and offers the player a real challenge. Each section is well presented and they're linked by animated sequences that add that extra quality. Much of the game is in monochrome but not that you'd notice, as only a small area of the screen is used to play the game, the rest is taken up with colourful backdrops, the time and the names of the paratroopers. Variety abounds in *Hostages*: each stage is different and tests new skills as you play. You have to dodge spot lights and run in and out of buildings, move gun sights around the building shooting terrorists in windows (or are they hostages?), abseil down a wall and smash through windows. There's also a 3D section running through the rooms in the Embassy, shooting terrorists and rescuing the hostages. I enjoyed every single minute of *Hostages* and I'm sure you will too. An excellent game.
91%





A CRASH Smash

Infogrames
■ £9.99/£14.99 ■

A warm sunny day in Paris is disturbed by a bunch of terrorist storming a local Embassy and holding all within hostage. As the head of the Direct Intervention Team (DICT) your job is to guide six men through the Embassy on a rescue mission.

You get a choice of difficulty levels: Lieutenant, Captain and Commander. The higher the rank the more terrorists there are to kill, the more hostages to rescue and less time to do it in. Choose a from four missions plus a training mission to get you used to the controls: Target, Ultimatum, Rescue and Assault.

The first part sees you guiding three marksmen into position. Codenamed Delta, Echo and Mike they must be individually moved. Calling up a map of the Embassy and its surrounding area shows three red X's, head for these. The terrorists are out in force:

with spotlights they try to track each man and shoot him. Your job is to guide each soldier from doorway to doorway and dodge the flying bullets. Once all three operatives are in position the rest of the team abseil onto the roof and enter the building via a kicked in window.

Hostages is great fun to play mainly because the action is split into several sections. Dodging bullets is a dangerous business, but sat in an armchair with joystick in hand a bit of flying lead here and there is nothing.
MARK 89%

Infogrames come up with the goods with this SAS inspired all action game.

RATING

PRESENTATION	87%
GRAPHICS	85%
SOUND	75%
PLAYABILITY	90%
ADDICTIVITY	88%
OVERALL	**90%**


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swing your pants!
it's a sam coupé game review!

DEFENDERS OF THE EARTH

Enigma Variations
■ **£11.99/£14.99** ■

CRASH reviewed *Defenders Of The Earth* on the Spectrum last month, and now the SAM Coupé version rears its not-so-ugly head. The Defenders' kids have been kidnapped by Ming the Merciless and held in a dungeon. It's up to Flash Gordon, with more than a little help from his friends to rescue them. Not that his pals are there in person all the time, but when a door needs to be kicked down, or a computer tackled they can be called. Flash is armed with a pistol, but as there are plenty of Ming's minions about all the firepower he can muster is needed.

The first two things that struck me on the SAM version were the speed of the main character — he runs along so fast it would probably take the likes of Sebastian Coe to stop him — and the fact that he actually looks like Flash, unlike in some other versions! Sound is good with a neat rendition of the TV cartoon title tune, and the graphics are very impressive indeed: a vibrant, colourful pallette is used to great effect. *Defenders Of The Earth* just goes to show what the SAM Coupé can deliver! More games, please!

MARK 80%

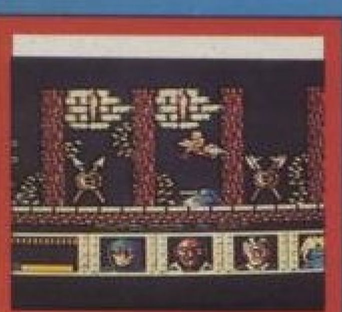
NICK Mega! The very, very first SAM Coupé game reviewed in CRASH! And it's a whopper. Defenders Of The Earth was a good game on the Spectrum (76% last issue) but converted to the SAM it's even better!! The playability has not been affected much: although the game is still really good fun, it might have just got a little faster.

Of course the main difference is in the graphics and sound. The in-game music is brilliant, but the sound FX leave a lot to be desired. Graphics style is very similar to the Amstrad CPC. Though very impressive, I'm sure Defenders Of The Earth does not use the SAM to its fullest. That's always been the tradition with games for a new computer, but as the amount of software being produced increases there are bound to be bigger, better games made. Still, this marks a great start to SAM software.

Overall 78%







A violent shoot-'em-up — just the game type the SAM was created for!

RATING

PRESENTATION	89%
GRAPHICS	87%
SOUND	85%
PLAYABILITY	82%
ADDICTIVITY	84%
OVERALL	**81%**


SNOWSTRIKE™
MISSION ZONE COLOMBIA–MISSION TARGET DRUGS!
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Screen shots from ATARI ST version.
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BIG BUDGET Bonanza

Nick Roberts picks through a plethora of pocket-money packs to bring playing power to your Speccy!

HEAD OVER HEELS
The Hit Squad
■ £2.99 ■ re-release

Head Over Heels is one of the classic Spectrum games of all time. Packed full of playability and cute graphics it couldn't fail. The game is all about two characters called (wait for it) **Head** and **Heels**. They've been imprisoned in the castle headquarters of planet **Blacktooth**. It's your job to get them out! The two characters have their own powers which help you in your task. Heels has no arms but strong legs which allow him to jump really high and Head is more of a carrying person and usually goes around sitting on his partner's shoulders.

Around the action packed 3D screens of the castle great surprises are in store. Objects can be collected to help: for example a fluffy bunny magically increases your powers and finding a hooter will allow you to fire doughnuts at the attacking monsters (providing you've located the doughnuts!).

In addition to impressive graphics *Head Over Heels* features an equally brilliant sound track. At the start you can choose to have sound effects, music or silence as you play, and having both effects *and* music releases a cascade of sound from your Spectrum!

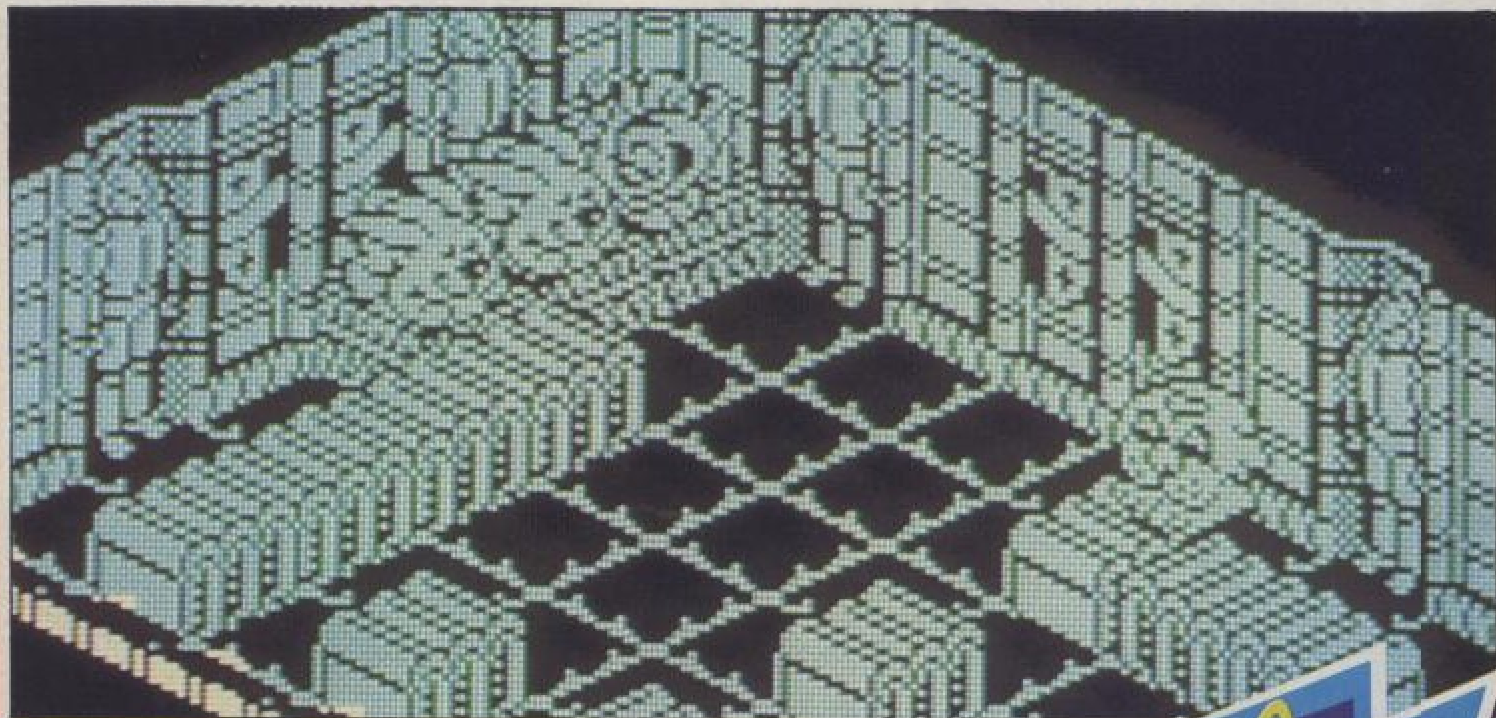
Head Over Heels is one of the best 3D adventure games you can possibly get on your computer. You'll be totally addicted from the word go. Come on, have some fun!

Overall 89%

Ruff and Ready in The Space Adventure
Hi-tec Software
■ £2.99 ■

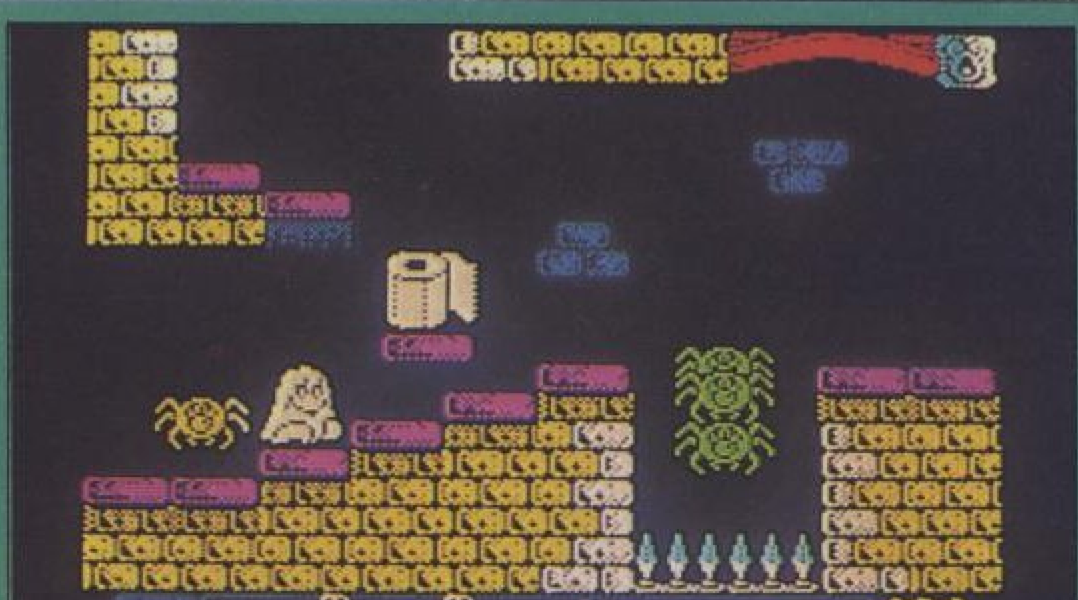
Another game based on blockbusting **Hanna-Barbera** cartoon characters is here. Following on from the playability of *Yogi's Great Escape*, *Ruff and Reddy* is set to bring you evenmore enjoyment.

Personally I don't remember much about the *Ruff and Reddy* cartoons so I can't comment on how similar the story line is to the game. It's all based



BLINKY'S SCARY SCHOOL
Zeppelin Games
■ £2.99 ■

Woooo! I bet that scared you? Yeh, another cute cartoon adventure. I'm a real sucker for these, you know. *Blinky's Scary School* is fab. You play the part of **Blinky**, a little ghost with big boots on and star pupil of the **Scary School**! Your job is to rid the castle of all the ghost proof defences set up by that rascal of a ghostbuster, **Red Laird McTavish**. To do this, various objects must be



A CRASH Smash

collected and dropped into the cauldron to cast the magic spells.

The screens are packed full of colourful, well drawn and animated graphics that you just can't help but love. Every new one you discover is a bonus, with spiders, clockwork mice and snails that look like they wouldn't hurt a fly...but they do! As well

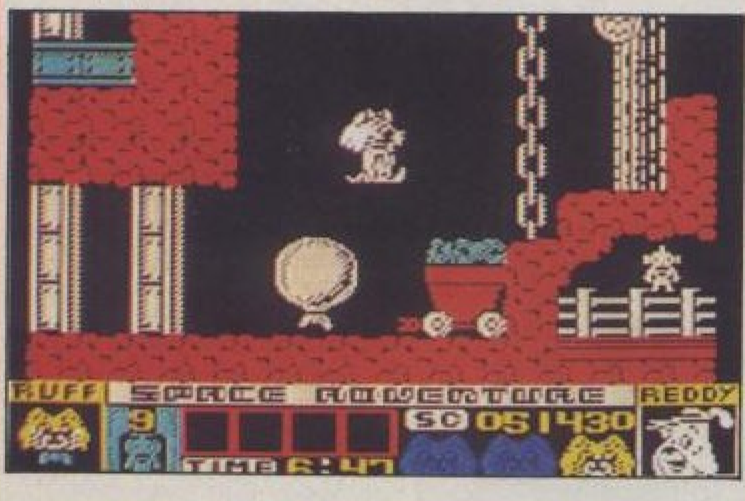
around **Ruff** and **Reddy** aggreeing to test **Professor Flipnoodle**'s pocket rocket. But at blast off something goes badly wrong and Ruff and Reddy end up lost in deep space. They eventually crash onto a small planet inhabited by little aliens called **Lilli-Punies** who kidnap them and only agree to their release if they rescue the Lilli-Punies' lost friends.

There are 20 to find on each level of the game, and extra energy and bonus points can also be found on the planet. Puzzles have to be solved and each level de-Lillied to complete the game.

The graphics to *Ruff and Reddy* are very similar to those in the other Hi-tec/Hanna-Barbera games. Ruff is well animated and bounces around the detailed screens quite well: though, for a cat, he's a bit rigid. Colour in the game varies from level to level with only the scenery being coloured and the main playing areas white monochrome.

This is a fun, addictive little game that will keep both fans of the cartoon and playable games happy for some time. Try the level featured on the **CRASH** cover tape!

Overall 73%



WONDERBOY

The Hit Squad
■ **£2.99** ■ **re-release**

What a classic arcade machine! I don't know what makes *Wonderboy* so appealing — probably the mixture of cartoon style characters, frustratingly addictive gameplay and platform layouts — and evil snails!

The idea is to rescue your girlfriend **Tina** from the clutches of the evil King. He lives far away, so there's a lot of travelling to do before you reach her — on foot or by zippy skateboard to get there double quick.

If you're used to modern super smooth scrolling and almost full colour sprites, *Wonderboy* is a shock. The smoothing jerks all over the place but doesn't spoil the game too much



and graphics are monochrome, with a different colour for each level. They're nicely drawn though, and quite close to the arcade in all but size. All the nasties of the coin-op are here including the slimy snails, spitting snakes and the frog that just sits there and croaks!

It's good fun and a joy to play on the 128K with no waiting between levels at all. The 48K has the horrid multi-load system. If you are after an addictive arcade adventure this is for you.

Overall 69%

Hong Kong Phooey

Hi-tec Software
■ **£2.99** ■

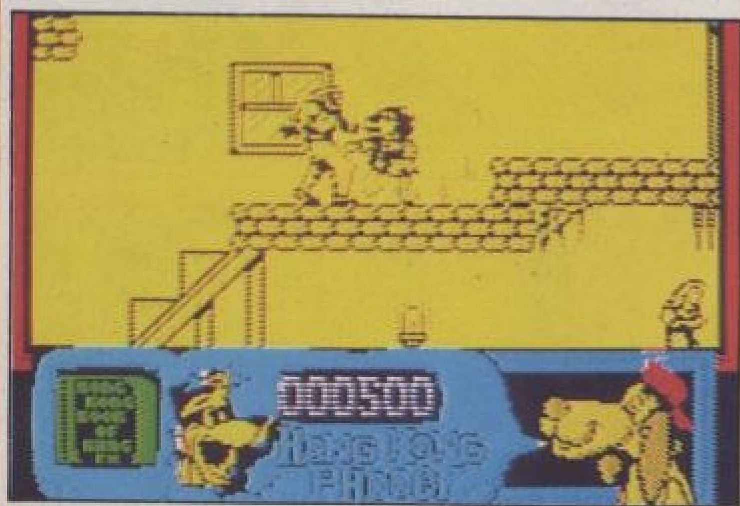
Hong Kong Phooey, number one super guy, Hong Kong Phooey, faster than a human eye... I think that's how it goes, but I'll have to hear it on a **Maxell** (ha, ha!). Yeh, one of my all time favourite cartoon characters has got his own game. I loved ol' **Phooey** when he was on the box, I used to come home from school, sit down with my cup of tea and watch it (aah, fond memories). Now you all can come home and play it!

To tell you the truth I was slightly disappointed when I first played this, I was expecting that catchy tune to strike up when it finished loading, but alas, I had to hum it myself.

Hong Kong Phooey is famous for his *'Hong Kong book of Kung Fu'* and swotting up on the book is essential to complete the game — battle through hordes of nasty blokes using the **Hong Kong Phooey Chop**!. And really, that's it! So, after a while, you may find it all repetitive. Sprites and backgrounds are well drawn and animated, but the game is let down on colour and sound. All you get is the yucky yellow monochome and the odd splurge effect. Graphics on the status panel at screen bottom are a little better with big pictures of Mr Phooey in his various guises.

Hong Kong Phooey is an enjoyable romp — especially if you're a fan of the cartoon (or just a mild mannered janitor).

Overall 70%



as the amazing amount of colour there's also some pretty good sound effects and a jolly ditty on the title screen.

The only thing wrong with Blinky is the way he moves about. Whenever he reaches the end of a platform he does a little jump off the edge. If you're not careful you can lose control of him altogether and fall into a spiky pit or something equally as nasty. **Zeppelin** have taken great care in making sure *Blinky's Scary School* is a real joy to play. I just can't pull myself away from the game, it's that addictive.

Overall 90%

MIKE READ'S COMPUTER POP QUIZ

Encore
■ **£2.99** ■ **re-release**

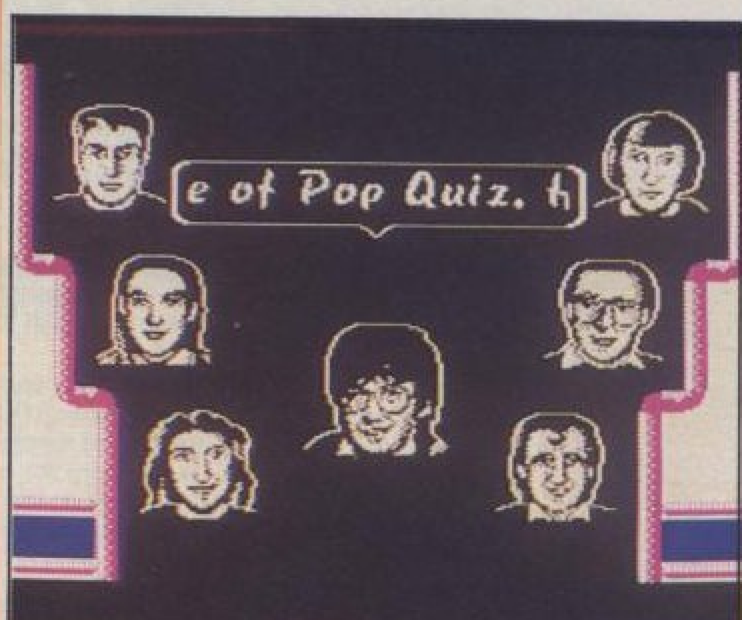
I really can't see the point of doing a pop quiz on a computer unless its music capabilities are really good. *Mike Read's Pop Quiz* on the radio relied on the players listening to pieces of music and answering questions on them, it's almost impossible to recreate this on the Spectrum!

The game is a straight forward quiz game with a digitized picture of **Mike** and the faces of the players you choose to be on your team. The screen is mainly blank most of the time with seemingly endless scrolling messages of Mike going on and on about points, and giving questions on bands you've never even heard of! I did get one question with the **Pet Shop Boys** in it, though! Amazing.

After you've played through the game once it gets pretty boring. There's the option of loading in new question blocks but it doesn't take long to get through these. This type of quiz game has never appealed to me. It seems all the programmers do is change the questions and t he main digitized picture of the presenter.

Playing with friends may enhance playability a little, but if you know whats good for you, you'll stick to the board game or the radio programme.

Overall 45%

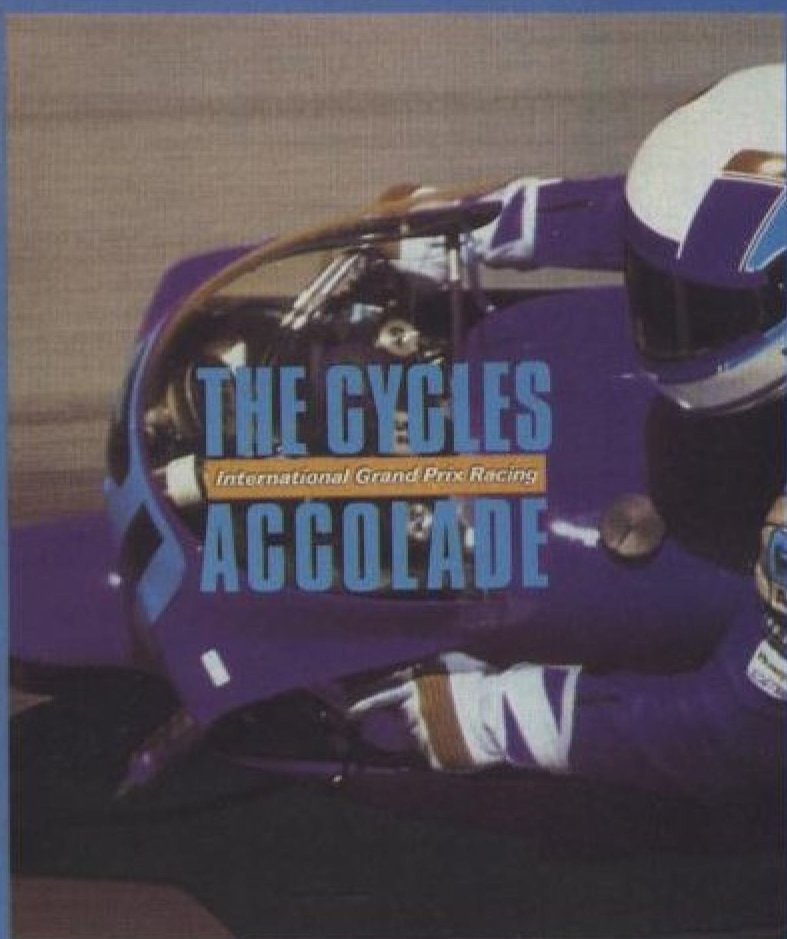


More pocket sized thrills rounded up next month — tune in!

ROAR OFF WITH THE CYCLES!

☆ win some tidy threads in our rave comp!! ☆





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● I'LL BE GON' WHEN THE MORNING COMES!

And remember kids, you need the proper protective gear when travelling very fast indeed on a bike. A tasteful, pastel-coloured evening suit is certainly not the order of the day. No, what you need is a mean mutha of a racin' leather jacket! But, they cost about 200 quid. But (but! BUT!) here's one that Accolade are giving away as first prize in this *The Cycles* compo!! And to top off the outfit there's an incredibly funky pair of day-glo shades (worth nine quid) and an Accolade t-shirt!! All wrapped up it makes a decent prize to win!! Plus, for 10 runners-up Accolade have provided a super-cool pair of shades and an Accolade t-shirt each!

● DOO DOO DO DO DA DA ETC, ETC...

To be in with a chance of winning one of the fabbo prizes on offer ring the **CRASH Compo Hotline**! Dial **0898 555 084** and listen to the questions being read out over the phone. When you have your answers, write them down on a postcard or the back of a sealed envelope, along with your chest size, and send it to: **NEWSFIELD, REV IT UP WITH THE CYCLES COMPO, CRASH, Ludlow, Shropshire SY8 1JW**. And make sure your entries arrive by August 23!!

DIAL AWAY

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● IT'S BACK! DJ NICKO'S TIPS ON THE PHONE!

0898 555 086 is the number to connect you to a minute or two of gamebusting tips — check it out!! Calls cost 25p per minute during off-peak time and 38p per minute at all other times. If you don't pay the phone bill ask the person who does! CRASH Hotlines are brought to you by CRASH Ltd and Chatterbox Ltd.

NEXT MONTH

BE THRILLED LIKE YOU'VE NEVER BEEN THRILLED BEFORE!

★ All the excitement and thrills from the top Speccy mag around featuring all the latest and greatest on the software scene and another PowerTape bursting with four smashing games!!

★ DON'T MISS OUT CRASH 80, THE SUPER SEPTEMBER (BLIMEY! IT'S ALMOST TIME TO START CHRISTMAS SHOPPING!) ISSUE ON-SALE AUGUST 23!! THE NATION'S PLAYING OUR GAMES!!

★ Ho, ho, ho. Isn't it funny viewers how another Spec mag has started putting its cassettes in boxes? Gosh! Where has that been done before? Hummm. And what's this? Their games are not exclusive — no! To bore the pants off you they repeated *Super Soccer* which we had on the cover in October, and *Flashpoint* was last seen gracing yet another speccy mag! Ho, ho indeed.


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